An Historical Simulation Game

*the time is:* 0500 hrs., 1 June, 1977

# MechWar '77

## Tactical Armored Combat in the 1970's

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MechWar '77 is a game for tactical armored combat in the 1970's. TM applied for.

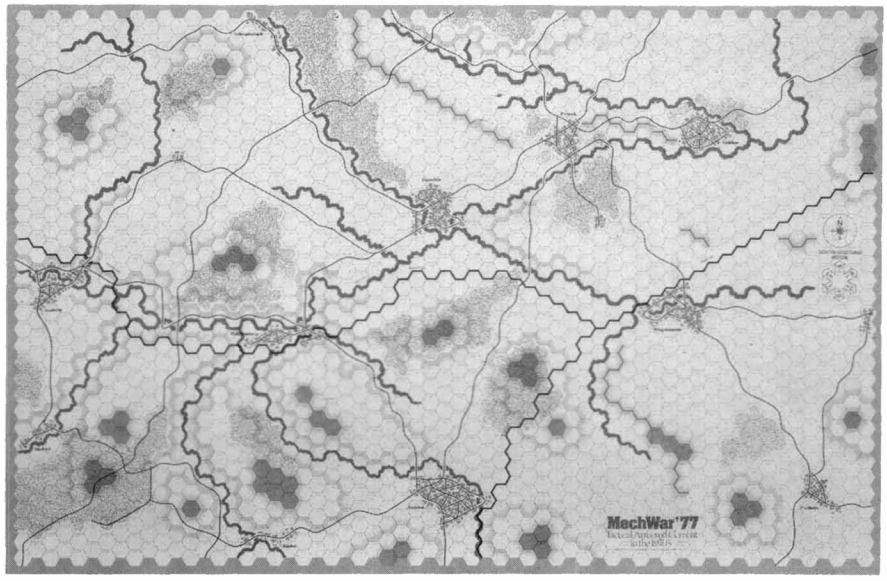
# MechWar '77

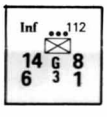
## Tactical Armored Combat in the 1970's

- **Current-day and future weapons systems**
- **New Simultaneous-Sequential Play System**
- **400 Unit Counter mix**

As a background to this game, a future history was written postulating a Soviet attack on the NATO forces in Germany. Derived from this history are eight scenarios which depict various elements of the Soviet Second Guards Tank Army in action against the American VII Corps. There is also one Sinai scenario drawn from the Yom Kippur War, and a hypothetical Sino-Soviet confrontation in the Manchurian border regions. Air-mobile, flak and anti-tank guided-missile capabilities are designed into the game with special rules.

Combat is simultaneous, with both Players plotting and then executing fire in mutual Phases. Each Player must commit his units to fire without knowing his opponent's intentions. Movement, on the other hand, is sequential. First one Player, and then the other, moves his units as he sees fit. There is no time-consuming plotting required. This game system allows a Player to handle more units than in a purely simultaneous game, while preserving the essential flavor. The game scale is 200 meters per hex and one to five minutes per Game-Turn, and the Combat values were derived from the same base as *Panzer '44*, making the two games compatible.



# MechWar '77

# Tactical Armored Combat in the 1970's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## [1.0] INTRODUCTION

**MECH WAR 77** is simulation of tactical combat in West Germany and Asia during the 1970's. The game is played by scenario. Eight scenarios revolve around a hypothetical Soviet-American clash in West Germany. One scenario is drawn from the Yom Kippur War. The tenth scenario pictures a Sino-Soviet clash. Each hex represents 200 meters from side to side. Each Game-Turn represents one to six minutes of elapsed time.

## [2.0] GENERAL COURSE OF PLAY

This simulation is a two-Player game. It is played in a series of turns called Game-Turns. During a Game-Turn, both Players' playing pieces (called units) move and engage in combat in an attempt to achieve certain objectives. This activity takes place according to a rigid Sequence of Play. The game is played in Scenarios. Each Scenario lists the opposing forces and conditions under which they engage. Each Player attempts to win the Scenario according to the Victory Conditions set out for him in each Scenario.

## [3.0] GAME EQUIPMENT

### [3.1] THE GAME MAP

The mapsheet portrays an actual representative piece of terrain in Northwestern Europe. A hexagonal grid is superimposed on the map to regulate movement, position and firing range of the units. The hexes are numbered for identification when plotting orders for the units.

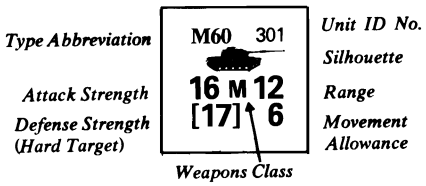
### [3.2] THE PLAYING PIECES

Two constrastingly colored sets of die-cut counters are supplied. These counters are the playing pieces and are commonly referred to as units. They represent the various infantry platoons, artillery batteries, tank platoons, etc., that each Player will be assigned in a Scenario.

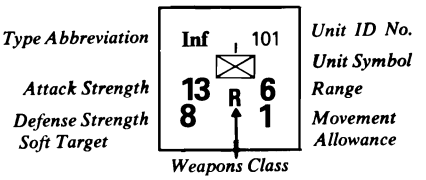
Printed on each unit counter is a silhouette or symbol which serves to generally identify it as to unit type. More important are the numeric and alphabetic inscriptions printed on each counter. These are arrayed in a standard fashion on each counter. By their numeric value and exact location on the counter they give the combat, movement, and other characteristics of each unit.

**[3.21] Sample Units**

**Vehicle Unit**

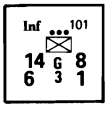



**Non-Vehicle Unit**

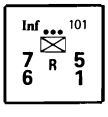



**[3.22] Summary of Unit Types**

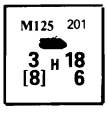
**UNITED STATES**



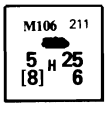

**Infantry Platoon** (101-109)
Forty-seven men, 10 MG, 3 DRAGON ATGM teams.




**Infantry Platoon** (R) (101-109)
Forty-seven men DRAGON ammunition exhausted.




**Self-Prop. Mortar Platoon** (201-203)
Three **M125**'s, 81mm Mortar mounted on M113 carrier.




**Self-Prop. Hvy. Mortar Platoon** (211)
Four **M106**'s, 4.2" mortar mounted on M113.

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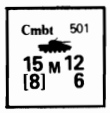
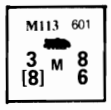
**Main Battle Tank Platoon** (301-307)
Five M60A3 tanks, 49 tons, 105mm gun.

**Self-Prop. ATGM Section** (401-409)
Two **M150**'s, TOW ATGM mounted on M113.




**Combat Recon Platoon** (501-508)
Six M551 Sheridans, 15 tons, 152mm hybrid gun; one M106, one M113 and infantry squad.

**Scout Platoon** (511-512)
Six **M114** armored tracked recon vehicles, 7 tons.




**APC Section** (601-609)
Four or five M113 APC's, 11 tons, 1-2 MG's.

**Attack Helicopter Platoon** (701-705)
Seven **Huey Cobra** attack helicopters armed with MG, rockets, and TOW.

**Air Transport Platoon** (711-716)
Four or five **Iroquois** helicopters.

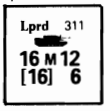
**Aeroscout Section** (721-724)
Three **Kiowa** observation helicopters.

## WEST GERMAN

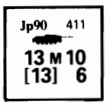
**Infantry Platoon** (G) (111-113)
Fifty men with **Milan** ATGM systems.

**Infantry Platoon** (R) (111-113)
Fifty men with Milan exhausted.

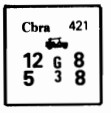
**Heavy Mortar Detachment** (221)
Four 120mm mortars mounted on M113 APC's.




**Main Battle Tank Platoon** (311-316)
Five **Leopard** tanks, 40 tons, 105mm gun.

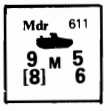



**Tank Destroyer Platoon** (411)
Four self-propelled turretless 90mm AT guns, 26 tons.




**Tank Hunter Platoon** (421)
Four jeep mounted COBRA ATGM systems.

**Tank Hunter Platoon** (431)
Five HOT ATGM systems mounted on APC's.




**Armored Personnel Carrier** (611-613)
Four or five **Marder** Armored Personnel Carriers.

## ISRAELI

**Infantry Platoon** (141-146)
Forty men, 6 MG.

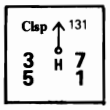
**Heavy Mortar Section** (231-232)
Four 120mm mortars mounted on APC's.

**Medium Tank Platoon** (341-347)
Five modified M48 tanks, 46 tons, 105mm gun.

**APC Detachment** (631-636)
Four or five M113 APC's mounting extra MG.

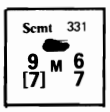
## BRITISH

**Infantry Platoon** (121-126)
Thirty-one men, 3 MG, 27 FN rifles.

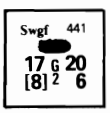



**Close Suport Detachment** (131)
Thirty-one men, 3 MG, 3 2" mortars, 3 Gustav RR.

**Main Battle Tank Platoon** (321-326)
Three **Chieftain** tanks, 50 tons, 120mm gun.



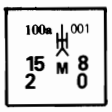

**Light Tank Platoon** (331)
Eight **Scimitar** light tanks, 11 tons, 30mm gun.



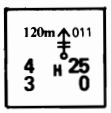

**Self-Propelled ATGM Platoon** (441)
Four FV432 APC's mounting **Swing fire** ATGM.

**APC Detachment** (621-627)
Three, four or five **FV432** full tracked APC mounting 7.62mm MG with one APC mounting 30mm gun.

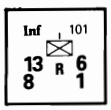
## CHINESE (PLA)




**Anti-Tank Detachment** (001-004)
Four 100mm anti-tank guns.

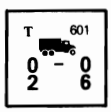



**Heavy Mortar Detachment** (011)
Three 120mm mortars.




**Infantry Company** (101-104)
One hundred forty men, 12 MG, 6 mortars, various rocket weapons.

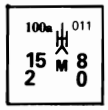
**Medium Tank Platoon** (301-304)
Three Chinese made T55 tanks.



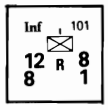

**Truck Detachment** (601-604)
One to seven trucks.

## SOVIET

**Field Howitzer Battery** (001-003)
Six **122mm** M63 or M38 towed field howitzers, 100 men.




**Anti-Tank Detachment** (011-014)
Four **100mm** M55 AT guns, 50 men or six 85mm M45D48 AT guns.

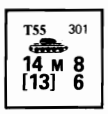



**Infantry Company** (101-111)
One hundred thirty men, 15 MG, 9 RPG-7, 1 82mm RR, 2 82mm mortars, 1 57mm AT gun.

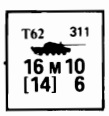
**Engineer Platoon** (121)
Fifty-three men, 6 MG.

**Self-Prop. Lt. AA Battery** (201-203)
Four ZSU-23, 23mm quad AAMG mounted on PT76 chassis.

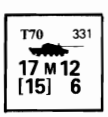
**Self-Prop. Mortar Detachment** (211)
**120mm** M38 mortars mounted on BTR50PK tracked APC.




**Medium Tank Platoon** (301-309)
Four T55 tanks, 36 tons, 100mm gun, replaced by T62 as Main Battle Tank, presently in Mot.Rif.Div.




**Main Battle Tank Platoon** (311-330)
Three T62 tanks, 36.5 tons, 115mm smoothbore gun, standard in tank divisions.



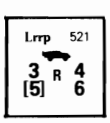

**Main Battle Tank Platoon** (331-333)
Three T70 tanks, 37 tons, 115-120mm smoothbore gun.

**Self-Prop. AT Detachment** (401-403)
Three ASU-85, turretless 85mm AT mounted on PT76 chassis.

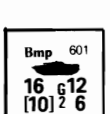
**Self-Prop. ATGM Section** (411-413)
Six BTR-40P or **PB** mounting Snapper, Swatter or Sagger ATGMS.

**Light Tank Platoon** (501-503)
Three PT76 light tanks, 15 tons, 76mm gun, found in recon battalion.

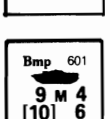
**Scout Platoon** (511-514)
Six BRDM BTR40 armored scout cars with MG.



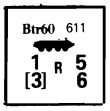

**Long Range Recon Platoon** (521)
Ten scout cars armed with MG plus motorcyclists.



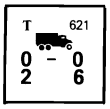

**APC Detachment** (601-609)
Ten BMP-76PB APC's, mounting 76mm gun and Sagger ATGM.




**APC Detachment** (601-609)
Ten BMP-76PB APC's, mounting 76mm gun, Saggers depleted.

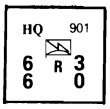



**APC Section** (611-612)
One to five BTR60 wheeled APC's.




**Truck Detachment** (621-624)
One to ten trucks.

**Combat Trans. Helicopter Sect.** (701)
Six to ten MI-4 Hound helicopters.




**Air Defense Command Post** (901)
Hypothetical unit of about 100 men plus communications equipment.

**Pinned Marker**
Unit may not move for one Movement Phase.

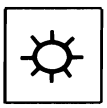
**Delayed Panic**
Unit will automatically Panic on following Game-Turn (see 14.7).

**Panic Chits**
Two sets of 0 through 9 chits are provided.

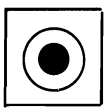
**Disruption State One**
A unit in any state of disruption may not move or fire.

**Disruption State Two**

**Disruption State Three**



**Improved Position**
Field fortifications which aid the defense of units inside (see 12.0).



**Mined Hex**
Both anti-vehicle and anti-personnel mines which "attack" units in hex (see 17.0).

**Wreck Marker**
Eliminated vehicle units are replaced with wreck markers (see 6.82).

### [3.3] GAME CHARTS AND TABLES

The game makes use of various charts and tables as a part of its play system and also to organize data into an easily retrievable form. The use of these graphic aids is explained in the appropriate rules sections. Players should examine the charts and tables as they appear or are referred to in the rules. Please note the separate chart sheet.

### [3.4] DEFINITION OF TERMS

**Movement** is a basic game activity involving the physical displacement of a unit hex by hex across the mapboard.

**Combat** is a basic game process whereby one or more units pin, disrupt or destroy units belonging to the Opposing Player.

**Weapons Class:** The units portrayed in this game are small, platoon-sized organizations with 20 to 50 men and 3 to 10 vehicles. Each is organized around a particular main weapon system unique to its type of unit. Thus a mortar unit depends for its combat effectiveness on the high explosive shells lobbed by its mortars and any small arms carried by its men have no significant impact on its performance. Each unit then is classified according to the characteristics of its predominant weapons system.

**"R" Class:** Units organized around **rifle** and machine gun fire; typically an infantry platoon.

**"M" Class:** Units whose guns fire a **mix** of armor piercing and high explosive shell and are effective against both armored and unarmored targets; typically a tank or assault gun platoon.

**"H" Class:** Units whose main weapons fire **high** explosive shell; typically field gun or mortar units.

**"G" Class:** Units which depend for their defensive fire power on Anti-tank **guided** missiles.

**R* Class:** Soviet Flak, or Anti-aircraft units, which are effective against ground targets as well as helicopters.

**"Dual" Class:** Units which have not only a complement of conventional weapons, but G Class weapons as well.

**Target Type:** Just as a unit is classified according to its weapons, so is it classified according to the vulnerability of its elements to fire, i.e., "what kind of target does it present?". Units are defined as either "soft" (unarmored) or "hard" (armored) targets. Soft targets rely for their protection on their ability to conceal themselves from fire and, for some, an ability to disperse their fighting elements. As an individual, the infantryman is an extremely vulnerable soft target, but the infantry platoon, while still a soft target, has a relatively high Defensive Strength, because it can take a lot of individual casualties before it ceases to be effective. Hard targets rely for their protection on armor. A tank, of course, is the architypical hard target and a tank platoon is virtually invulnerable, except against weapons specifically designed to defeat armor. Helicopters are a special target type, and special procedures are used when attacking them.

Hard target type units are identified by brackets around their numerical Defense Strength. Soft target type units have no brackets around their numerical Defense Strength.

**Attack Strength** is a numerical rating of the firepower that a unit possesses. It is expressed in Attack Strength Points. The ability of a unit to attack depends on both its Attack Strength and its Weapons Class.

**Defense Strength** is a numerical rating of the ability of a unit to preserve itself when attacked. It is expressed in Defensive Strength Points.

**Range** is the maximum range or distance which a unit may fire at a target. It is expressed in hexagons and is measured by counting the shortest path in hexagons from the Firing unit (exclusive) to the Target hex (inclusive).

### [3.5] GAME EQUIPMENT INVENTORY

One rules folder
One set of counters (400)
One game map
One sheet of charts
One die
One plastic box assembly

If any of these parts are missing or damaged, or if you have any questions* concerning the game, please write:

Simulations Publications, Inc.
44 East 23rd St.
New York, N.Y. 10010

* Questions must be accompanied by a stamped, self-addressed envelope.

# [4.0] SEQUENCE OF PLAY

The game is played in Game-Turns. Each Game-Turn is structured in successive phases and sub-phases (called segments). This structure, or Sequence of Play, provides a systematic method to plan and then execute combat and movement. This sequence is repeated Game-Turn by Game-Turn until the termination of the Scenario being played.

During a Game-Turn, a Player is free to use his units as he sees fit. He may move some, all or none of his units. He may attack with some, all or none of his units. But he must execute this activity within the restrictions of the Sequence of Play. This Sequence of Play combines Simultaneous Play for Combat with Sequential Play for Movement.

### [4.1] SEQUENCE OF PLAY OUTLINE

1. MUTUAL PLOT PHASE
Both Players secretly and simultaneously plot the intended actions of their units for that Game-Turn (see 5.0). Each Player notes which of his units are firing Direct Fire, which are firing Opportunity Fire, which are firing Indirect Fire and what the respective target hexes are. Then each Player notes which of his units shall move. They then allocate any Off-Board Artillery or Air Support.

2. PANIC DETERMINATION PHASE
Both Players execute the Panic Procedures (see 14.0) and determine which of their units are subject to Panic.

3. DIRECT FIRE PHASE
First one Player, and then the other, executes Direct Fire tasks as plotted. Pin, panic and disruption markers are then placed according to the results of both Players' fire.

4. MOVEMENT PHASE
The First Player moves all of his units for which movement is plotted. (The First Player is defined in each Scenario.) He may move these units as he sees fit (see 7.0) subject to the Movement Rules, interruption by the opposing Player's Opportunity Fire and the effect of Mined hexes. When the First Player is finished moving his units, the Second Player then may move all of his units subject to the same restrictions. Note that a Player may only move units he had plotted to move, and that he must move every unit that he had plotted to move, which is capable of moving.

5. PIN AND DISRUPTION REMOVAL PHASE
Each Player removes the Pin Markers from his units. Each Player attempts to remove the various Disruption Markers from his units.

6. INDIRECT FIRE PHASE
First one Player, then the other Player, executes and then applies the results of any Indirect Fire, Off-Board Artillery and Close Air Support (CAS) which has been plotted.

Note: The foregoing sequence must be followed rigidly. For example, it is essential that Disruption Removal precede Indirect Fire Application.

# [5.0] PLOTTING

GENERAL RULE:
During the Mutual Plot Phase both Players simultaneously plot the intended actions of their units for that Game-Turn.

PROCEDURE:

The Plot is written on a piece of scratch paper, called the Plot Sheet. The detail required for each unit's plot varies, depending upon the action intended for the unit. Six different plots are possible.

Every unit has a unique Identity Number on it. Every hex on the map also has a unique Identity Number. To Plot, you simply note the Identity Number of your unit and the Task Code describing the action (Task) you intend for this unit.

If the action intended is a Combat Task, then the target hex of this activity must be identified by its hex number (exception: Counterbattery). That is, you must write down who is going to shoot at whom. If, on the other hand, the action intended is simply one of Movement, then you just identify which units are going to move. You do not need to plot a path or course of movement, or destination. Mounting, Dismounting and Overruns are specialized forms of Movement and are plotted as Movement. The Player need not indicate beforehand which of his moving units shall engage in these Tasks.

If you intend that a unit do nothing active during the Game-Turn, simply leave it off the Plot Sheet. Each unit may have only one Task Code plotted per Game-Turn.

CASES:

### [5.1] SIMULTANEITY OF COMBAT

All Fire (Combat) is considered simultaneous. Postpone the application of all Combat Results until all fire of every kind in the Phase is completed. Thus, a Friendly unit may fire at an Enemy unit and the result of that fire will not prevent the Enemy unit from firing in that Phase (assuming that it had been plotted to fire). Each unit may only plot one target hex per Game-Turn.

### [5.2] MOVEMENT IN SEQUENCE

Movement must be planned in advance only to the extent that a Player identifies which of his units he intends to move. The execution of Movement is sequential. One Player moves all his units that he has plotted to move. Then the second Player moves his units. For game purposes, this movement is not considered to be simultaneous. The movement of the first Player's units is final and cannot be changed.

### [5.3] PLANNING TASKS IN ADVANCE

A Task is defined as a specific, unique action which a unit may undertake during a Game-Turn. A given unit may perform one and only one Task during a given Game-Turn. Case 5.4 lists all the Tasks which may be performed in a Game-Turn and gives a simple code for each Task. All Tasks must be plotted in advance during the Mutual Plot Phase of the Game-Turn in which the Task is to be executed. No unit may perform a Task unless that unit was plotted to perform that Task.

### [5.4] TASK SUMMARY

| Task Code | Description |
|---|---|
| **MV** | Movement: The act of physically moving a unit from one hex on the map to another hex. This term and code also cover Mounting, Dismounting, and Overrunning. |
| **DF** | Direct **Fire**: The act of firing along a direct line of sight, to a specific Enemy target. |
| **IF** | Indirect Fire: The act of firing at some hex to which the firing unit cannot trace a Line of Sight. |
| **OF** | Opportunity Fire: The act of laying down a line of fire in anticipation that some Enemy unit shall enter, and trigger that fire. |
| **CA** | Close Assault: A variation of Direct Fire. |
| **CB** | Counterbattery Fire: A variation of Opportunity Fire. |

# [6.0] COMBAT

GENERAL RULE:

Combat is the generic term used to describe the procedures whereby one unit attacks (fires at) another unit. Combat is never required. A given unit may attack an Enemy unit by using one of three modes of fire (either Direct Fire, Opportunity Fire, or Indirect Fire) or two variant modes (Close Assault is a specialized type of Direct Fire and Counterbattery is a variant of Opportunity Fire). Basically the resolution of Combat involves subtracting the Defense Strength of the Target unit (the Defender) from the Attack Strength of the firing unit (or Attacker), which yields a number called the Net Attack Superiority. This number, in turn, is crossreferenced with a die roll; the result is read from the Combat Results Table.

The mode of fire determines in which Phase a particular combat will take place (see Sequence of Play, 4.0). The exact procedure to be used in resolving a given combat depends on the Weapon's Class of the firing unit **and** the Target Type of the defending unit.

PROCEDURE:

The outline below describes the procedure to be followed in executing an attack by a single unit against a single Enemy unit. Depending upon the class of the attacking and defending units, all of the steps in the outline may not be used. To determine which steps will be used, consult the Attack Procedures Chart.

(1) MODIFY ATTACK STRENGTH FOR RANGE ATTENUATION

Modify the Attack Strength of the firing unit for the effects of Range Attenuation (Attenuate for Range).

(2) SUBTRACT DEFENSE STRENGTH

Subtract the Defense Strength of the Target unit from the remaining Attack Strength of the Firing unit to yield the Net Attack Superiority. In the case of H Class Tight Pattern Fire against Hard Targets, the Defending Unit is always assigned a Defense Strength of four, and four is always subtracted from H Class Tight Pattern Attack Strengths when attacking Hard Targets.

(3) ROLL THE DIE

(4) MODIFY FOR TERRAIN

Reduce the die roll as per the Terrain Effects Chart to yield the modified die roll.

(5) CROSSREFERENCE & READ

Crossreference the resulting modified die roll with the Net Attack Superiority and read the Result from the Combat Results Table.

(6) DETERMINE AMMUNITION DEPLETION

Roll the die again. If the result is equal to or **less** than the Ammunition Depletion Rating, the unit loses its G Class attack capability.

CASES:

### [6.1] RESTRICTIONS AND LIMITATIONS

**[6.11]** Attacking is never mandatory. It is a voluntary action initiated by the Player during the Plot Phase. However, once a unit is plotted to fire, it must fire according to its plot.

**[6.12]** Defending is involuntary. If attacked, a unit may not refuse combat. However, defending is not a game Task per se; it is merely the reciprocal of being attacked. The act of defending is not plotted and a defending unit is not necessarily prevented from executing its own game Task by virtue of being fired upon.

**[6.13]** All units (except H Class) may fire at one only one unit per target hex per Game-Turn. Thus, if there are two Enemy units in a target hex, the Firing unit may fire at only one of those two units.

**[6.14]** H Class units may fire at one and only one target hex per Game-Turn. However, due to the nature of H Class Fire (see 6.2), an H Class unit may attack more than one unit per Game-Turn. If it does, it does so individually, attacking each defending unit successively, one by one, using its undivided Attack Strength in each attack.

**[6.15]** A unit in a state of Panic or Disruption may not fire if that state was caused in some prior Phase or Game-Turn.

**[6.16]** In any given Game-Turn a Player may fire with all, some or none of his units, so long as each firing unit meets the preconditions, restrictions and limitations imposed on it. No unit may fire more than once per Game-Turn.

**[6.17]** A given Enemy unit may be fired on by as many Friendly units as can be brought to bear on it. However, each attack is resolved successively, one by one, in any order that the Firing Player wishes to impose (consistent with the Sequence of Play). The Attack Strengths of units attacking a common target are **never** combined. Nor are the Defense Strengths of units under attack in the same hex ever combined. Each attack is treated as a separate event.

**[6.18]** The results of combat are cumulative and progressive. For example: Friendly units A, B and C all fire at Enemy unit D. These are resolved as three separate attacks, but the results are cumulative. Three D1's would combine for a net effect of D3 on the target.

### [6.2] SPECIAL WEAPONS CLASSES

**[6.21]** An H Class unit may fire either a Tight Pattern or a Loose Pattern attack. The difference is that a Tight Pattern attack affects defenders in the impact hex only. A Loose Pattern attack affects defenders in the impact hex and the surrounding six adjacent hexes (Impact Zone). All H Class Fire must be designated as either Tight (T) or Loose (L) Pattern as part of the Fire Plot. In the absence of such a designation, the fire is considered to be Tight Pattern.

**[6.22]** H Class Fire affects all units located in the impact hexes (Zone). Thus an H Class unit may attack more than one unit per Game-Turn though it may fire at only one impact hex per Turn. When there are multiple units in the Impact Zone (hex) simply attack each one separately as though it were the only unit present. The Attack Strength of an H Class unit is not divided between multiple defenders. It attacks each one with its full strength (subject to the Resolution procedure).

**[6.23]** Naturally, a Loose Pattern attack represents a less dense bombardment of a given area than a Tight Pattern attack. For this reason, the procedures for resolving a Loose Pattern attack differ from a Tight Pattern.

**[6.24]** Each G Class unit is assigned an ammunition depletion rating, which is printed on its counter face. Whenever a G Class unit fires, the Owning Player will roll the die immediately after the resolution of the attack. If the die roll is equal to or less than the printed ammunition depletion rating for the firing unit, the unit is considered to have expended all of its missiles and is considered, henceforth, to have a zero G Class Attack Strength. If a unit does not have a dual-Class identity (US M150 units) it is then removed from the map.

[6.25] A G Class unit may only fire at Hard Targets, but they may attack trucks as if they were Hard Targets. Soft Targets being transported by Hard Targets (or trucks) are equally affected by the fire of a G Class unit. In addition to the normal terrain restrictions affecting the Line of Sight/Line of Fire, a G Class unit may **not** fire across a river or stream hexside or into or through a swamp hex, even if the hexside or hex is common to either the firing unit or the target unit. [The wires guiding the missiles are extremely sensitive to contact with water.]

[6.26] The following G Class units have a minimum range of two hexes (i.e., they may not fire at adjacent targets): Soviet Brdm; British Swgf; West German Cbra.

[6.27] Each dual-Class unit has two counters: One represents its G Class Strength, the other its conventional R or M Class Strength. All dual-Class units (American infantry and Soviet Bmps) are portrayed on the map with their G Class counter. Whenever a dual-Class unit loses its G Class capability on account of ammunition depletion after a G Class Attack (see 6.24), the G Class counter is permanently removed from play and replaced with its conventional counterpart.

[6.28] A dual-Class unit may fire with its conventional Strength even though it is portrayed on the map with its G Class counter. A Player must indicate on his Fire Plot which class of fire his dual-Class unit is using when he plots it to fire. (A subscript G, M or R is sufficient). It is neither necessary nor desirable that a switch be made between the G Class counter and the conventional counter for the unit to fire its conventional Weapon's Class.

### [6.3] DIRECT FIRE

[6.31] In order to execute a Direct Fire attack against an Enemy unit, the attacking unit must be able to spot the unit with a clear Line of Sight, according to the rules of Spotting (see 11.0).

[6.32] Any unit with an Attack Strength may use Direct Fire, except Disrupted or Panicked units, which may not engage in Direct Fire.

[6.33] Direct Fire is plotted in the Plot Phase, and executed in the Direct Fire Phase.

[6.34] A unit may fire at one and only one target hex per Game-Turn. This target hex must be identified by hex number on the Plot of the Firing unit, along with the Task Code "DF."

[6.35] If there are two units in a hex, the Firing Player need not plot which of the two units is the final target unit; only the target hex need be plotted.

### [6.4] INDIRECT FIRE

[6.41] The following units may use Indirect Fire: M106, M125 and 120m units, plus mortar and field gun units, which display the above unit symbols.

[6.42] A unit firing Indirect Fire may fire at one and only one target hex, which it (the Firing unit) cannot Spot (does not have a clear LOS to), but which some other Friendly unit does Spot.

[6.43] Indirect Fire is plotted during the Plot Phase. A target hex must be noted, along with the Task Code "IF," and the target must be Spotted by some Friendly unit at that point. Indirect Fire is resolved during the Indirect Fire Phase.

[6.44] Because Indirect Fire is resolved after the Movement Phase, the intended target units may have moved from the intended target hex and possibly other units may have moved into the target hex. This is permitted and even expected. The Indirect Fire impacts on and attacks any units which are present in the Impact Zone during the Indirect Fire Phase.

[6.45] The Friendly Spotting unit, which is a necessary precondition for Indirect Fire Plotting, may be Panicked or Disrupted, or it may move from its Spotting location during the Phases which intervene between the Plotting Phase and the Indirect Fire Phase without affecting the resolution of the Indirect Fire.

[6.46] If the unit **firing** Indirect Fire has been Panicked or Disrupted by Enemy **Direct** Fire, then the Indirect Fire attack is cancelled.

[6.47] A unit which is capable of firing both Direct and Indirect Fire may do either at the Firing Player's option. If it can, it may fire **either** Direct or Indirect Fire at a given target. If he so desires, a Player may plot Indirect Fire at a vacant hex in hopes that an Enemy unit(s) will move into it. The Firing Player does not reveal the target hexes for Indirect Fire to his opponent until the Indirect Fire Phase.

[6.48] Indirect Fire is subject to Scatter. There is a 5/6ths chance that the actual impact hex will be different than the intended target hex for any Indirect Fire (either Tight or Loose Pattern). Roll the die. If the result is a "1" then the Indirect Fire impacts on the plotted target hex. Any other number means the Indirect Fire impacts on some hex **adjacent** to the original target hex. Roll the die again for direction of Scatter (see Scatter Diagram on map). Note that Loose Pattern Indirect Fire is always guaranteed to include the original target hex within its Impact Zone. But, of course, the effect is less severe on any defending units.

[6.49] Indirect Fire is **not** Opportunity Fire. Enemy units may move through the potential Impact Zone of Indirect Fire during the prior Movement Phase with impunity. Only those units actually **in** the Zone after the Movement Phase are affected.

### [6.5] OPPORTUNITY FIRE

[6.51] Unlike Direct Fire, which is executed automatically, Opportunity Fire is a chance affair. If it happens, it is treated as though it were Direct Fire.

[6.52] Whereas in Direct Fire the target hex number listed on the Plot Sheet contains the target unit of the Direct Fire, in Opportunity Fire, you designate a target hex on the Plot Sheet for purposes of describing a Line of Opportunity Fire, which is defined as a theoretical line drawn between the center of the hex of the Firing unit and the center of the target hex (and thereby including the target hex).

[6.53] Opportunity Fire is not executed unless it is triggered by an Enemy unit. It is triggered when an Enemy unit enters a hex which is intersected by a Line of Opportunity Fire or when it crosses a hexside which coincides with a Line of Opportunity Fire.

[6.54] A Friendly Player may plot Opportunity Fire so that the Line of Opportunity Fire passes through hexes containing both other Friendly units and Enemy units without these units per se triggering the Opportunity Fire. It is only the movement of an Enemy unit which triggers Opportunity Fire.

[6.55] When an Enemy unit triggers Opportunity Fire (which by definition can only occur during the Enemy Player Movement Phase) the Friendly Player tells the Enemy Player to **stop** the movement of the triggering unit; then he immediately proceeds to resolve the Opportunity Fire Attack using the appropriate procedure and applying any result immediately. Then the Enemy Player resumes moving his units (including the triggering unit if it wasn't Disrupted or Pinned).

[6.56] The Friendly Player must announce the triggering of Opportunity Fire when it first occurs, meaning when the first Enemy unit first enters the Line of Opportunity Fire. He may not delay his announcement in hopes that the triggering unit will move closer to the Firing unit (down the line of Opportunity Fire) nor may he refuse to execute Opportunity Fire on the first triggering unit in hopes that some other (presumably more lucrative) target would move in later (unless the Scenario Instructions permit him to do so).

[6.57] When a unit triggers Opportunity Fire by crossing a hexside coincidental to the Line of Opportunity Fire, the Firing Player may choose to execute the Opportunity Fire on the triggering unit in either the hex that the unit left or the hex that the unit entered when it crossed the Line of Opportunity Fire.

[6.58] Since a Line of Opportunity Fire may be laid down to pass through hexes containing Enemy units and the Movement Rules allow the Enemy Player to freely move through a hex containing his units, it follws that occasionally Opportunity Fire will be triggered in a hex containing both a moving and a stationary Enemy unit. In that case, the Opportunity Fire may **only** be directed at the moving unit. Ignore the presence of the stationary unit (see Stacking for treatment of Casualties).

[6.59] If a unit which has been plotted to fire OF suffers a Disruption result as a consequence of being attacked in the immediately preceeding Direct Fire Phase, it may **not** OF.

### [6.6] CLOSE ASSAULT

[6.61] Close Assault is a variation of Direct Fire which only R Class units may execute. A Close Assault is an attack by an R Class unit against an Adjacent Hard Target; Soviet R Class units may also Close Assault from two hexes distance.

[6.62] R Class units may attack Hard Targets only by Close Assault, and in no other way; neither by Direct, Indirect nor Opportunity Fire. Only Hard Targets may be attacked by Close Assault.

[6.63] In order to plot Close Assault, write the Task Code (CA) and the hex number of the unit to be Close Assaulted.

[6.64] Close Assault attacks are executed during the Direct Fire Phase.

[6.65] Terrain has no effect upon the Close Assault process, except that a Close Assault is prohibited if an impassable river hexside separates the R Class unit from its Hard Target.

[6.66] If the Hard Target unit is scheduled to move in the Game-Turn in which it is Close Assaulted, subtract one from the die roll when executing the assault.

### [6.7] COUNTER BATTERY

[6.71] A Player may assign any or all of his artillery and mortar units (only) to a Counterbattery task (CB). If and when an Enemy artillery or mortar unit (only) executes Indirect Fire the die is rolled. If it is a "one" then the Enemy unit is Spotted and the Friendly Player may automatically fire at this unit with one or more of the Counterbattery units within range. The Counterbattery Fire is, in effect, "triggered," otherwise the Firing unit remains concealed and there is no Counterbattery Fire.

[6.72] Counterbattery Fire is, by definition, a variant of Opportunity Fire and it is executed just as though it were Indirect Fire.

[6.73] The counterbattery unit(s) need only have a CB Plot written (showing Tight or Loose Pattern), in order to fire the Counterbattery.

[6.74] Counterbattery Fire is executed in the same Game-Turn that it is triggered.

[6.75] Several Enemy units may be triggering Counterbattery Fire on the same turn from several Friendly units. The Friendly Player can allocate his Counterbattery Fire among the several targets as he sees fit, so long as no unit attacks more than once per turn and all attacks are executed as separate events. If a Player is executing Counterbattery fire on more than one Enemy unit in a turn, he must allocate all of his fires before executing any given Counterbattery.

[6.76] By its nature, the act of Counterbattery can reveal the Counterbattery unit to the Enemy's Counterbattery units, who proceed to execute Counter-Counterbattery, so to speak. A Player may deliberately withhold a given unit from executing Counterbattery in hopes that some Counter-Counterbattery Enemy unit will reveal itself. All of this indirect Fire, Counterbattery, Counter-Counterbattery, etc., takes place in the Game-Turn in which it is triggered.

[6.77] If an Indirect Firing unit draws Counterbattery Fire, other units in its immediate vicinity may be affected, depending on the type of Counterbattery pattern fired, and the extent and direction which the Counterbattery Fire scatters. The effect of Counterbattery Fire is no different from that of Indirect Fire.

[6.78] Once a unit has been Spotted (see 6.71) by Counterbattery it remains Spotted for all following Game-Turns (and can be fired on by normal Indirect Fire) so long as it remains in the same hex it was spotted in. This is true even if it was not immediately fired on by Counterbattery.

[6.79] ALTERNATE PROCEDURE: Every Game-Turn a unit fires from the same hex the chance of it revealing itself goes up by one-sixth (e.g., the second time a unit fires from a given position, a die roll of **one or two** Spots it). This is a very realistic optional rule, but it does involve considerable record-keeping.

### [6.8] COMBAT RESULTS TABLE

**[6.81] Combat Results Table**
(See separate sheet.)

**[6.82] Effect and Persistence of Various Combat Results**

**PIN** = Place a Pin Marker on the affected unit. The unit may not move in the following Movement Phase. Pin results never affect a unit's ability to fire. The Pin marker is removed on the next Pin and Disruption Removal Phase.

**(P)** = DELAYED PANIC: Place a (P) (Panic Prime) marker on the affected unit. The unit is not affected until the following Game-Turn, when it suffers an automatic Panic (see 14.71).

**D1, D2, D3** = PROGRESSIVE STATES OF DISRUPTION; Place a corresponding Disruption Marker on the unit. A unit in any state of Disruption may not move or fire. Disruption lasts an indefinite period depending on the luck of the Player in removing the Disruption state.

**D4** = ELIMINATION; When a unit reaches a D4 Disruption state, it is considered destroyed. Soft Targets (except trucks) are removed from the map. Vehicle units (including trucks) are replaced with wreck markers.

**[6.83] Removal of Pin and Disruption Markers**
Pin Markers are removed automatically from all Pinned units during the Pin and Disruption Removal Phase of every Game-Turn. During that same Phase, each Player rolls the die for each of his units affected by a D1, D2 or D3 Disruption state. He does this unit by unit. If the die roll falls within the numbers shown on the Disruption Removal Table, he removes the marker from the unit and the unit is considered cured from the state of Disruption. If the die roll fails, then the Disruption marker remains on the unit until the next Game-Turn when the attempt is repeated.

**Disruption Removal Table**

| State of Disruption | Die roll necessary to remove. |
|---|---|
| D1 | 1, 2 or 3 |
| D2 | 1 or 2 |
| D3 | 1 |

**[6.84] Accumulation of Combat Results**
Combat Results are progressive and cumulative. If a unit suffers a D1 result on Game-Turn One, fails to cure this Disruption and on a following turn suffers another D1 result, then its Disruption level is raised to D2. This process continues until the unit either reaches a D4 level (and destruction) or removes its Disruption state by a lucky die roll. **D4** results are immediate and cannot be cured (unless you have an Angel Gabriel). Pin and (P) results are separate from Disruption results. It is possible for a unit to be attacked by more than one Enemy unit and suffer a (P) result and a D result. The D result could be removed prior to the next Game-Turn (with luck) but the (P) result would persist regardless of the removal of the Disruption state.

**[6.85] Attack Procedures Chart**
(See seperate sheet)

### [6.9] RANGE AND RANGE ATTENUATION

**[6.91] Range Attenuation Table**
(See separate sheet.)

[6.92] Every Combat unit has a maximum range printed on it. This is the greatest number of hexes it can fire at a target.

[6.93] All other things being equal, the ability of an individual unit to use its firepower varies with the range it fires over. The Attack Strengths of the various units were calculated on the basis of the units engaging targets at an average of 400 to 600 meters (2 to 3 hexes in game terms). As one might expect, the effective firepower of a unit declines with an increase in range beyond three hexes and increases (doubles, in fact) when firing at a range of one hex. This effect is called **Range Attenuation** and is numerically summarized on the Range Attenuation Table. H Class units are insensitive to Range Attenuation, which is reflected in H Class Combat Procedures.

**[6.94] How to Use the Range Attenuation Table**
Determine the distance in hexes between the firing unit and the target hex. Then find that distance in the **Range** column, and cross-reference the range on the **Attenuation** column, where you will find the modification of the Attack Strength: "x2" = multiply by 2; "-2" = subtract 2.

## [7.0] MOVEMENT

GENERAL RULE:
Movement is the general term used to define the process whereby the Players physically displace their units hex by hex over the surface of the map. Movement is executed sequentially. First one Player and then the other moves all of his units that he wishes to move in his Movement Phase, according to the Sequence of Play. The scenarios explain who is the First Player. The distance which a given unit can move in a Game-Turn is a function of the Movement Allowance of the unit versus the terrain that the unit passes through.

PROCEDURE:
If you wish to move a unit, you must plot the Task Code (MV) next to the unit's Identity Number on the Plot Sheet during the Plot Phase. Then, during the Movement Phase, you may move that unit in any direction and path desired within the restrictions and limitations described below. You may move only one unit at a time (except when Transporting units) until you have moved all of the units that you had Plotted to move. When moving, you must trace the path of movement hexagon by hexagon.

CASES:

### [7.1] EXECUTION

[7.11] Movement is calculated in terms of hexagons. Each unit expends one or more Movement Points of its Movement Allowance to enter a given hex. See the Terrain Rules and Terrain Effects Chart (10.0) for a full list of these different "entry costs."

[7.12] If a unit has been plotted to move it must move at least one hex (see also 9.6). It can return to its original hex after moving one hex, but it must expose itself, however briefly, to the possibility of Enemy Opportunity Fire. If a unit finds itself hemmed in by Enemy units so that it cannot move in some direction without entering an Enemy occupied or impassable hex, it is not required to move.

[7.13] A Player may move a unit expending some or all of its Movement Allowance, so long as no one individual unit expends more Movement Points in a single Movement Phase than its Movement Allowance.

[7.14] Unexpended Movement Points may not be accumulated from turn to turn, nor loaned by one unit to another.

### [7.2] RESTRICTIONS AND LIMITATIONS

[7.21] Friendly units may never enter a hex containing an Enemy unit (exception: Overrun, 13.0), nor may they enter a hex or cross a hexside which is impassable (see Terrain Effects Chart, 10.4).

[7.22] Friendly units may freely enter and pass through hexes containing other Friendly units so long as they do not terminate their Movement in violation of the Stacking limits (see 8.0).

[7.23] Units may never exit from the map, unless the Scenario Instructions so indicate. Units which do exit from the map may never return to play.

### [7.3] ZONES OF CONTROL

Notice that there are **no** Zones of Control in this game.

### [7.4] EFFECT OF MOVEMENT ON SOFT TARGET DEFENSE

When a Soft Target moves, it is a body of men walking or running upright. As such, it is much more exposed than a similar body of men hugging the ground in place, taking advantage of every fold in the earth, trees, boulders, etc. Therefore, when a Soft Target receives fire in a Game-Turn in which it was plotted to be moved, it loses all benefits from Terrain. This applies to it receiving fire either in the Direct Fire Phase, Movement Phase (when it actually would be moving), or Indirect Fire Phase.

## [8.0] STACKING

GENERAL RULE:
Players may not stack units. That is, they may not place more than one unit in a hex, except for the specific cases outlines below.

CASES:

### [8.1] STACKING IN IMPROVED POSITIONS

An infantry unit and an anti-tank gun unit may be stacked together in an Improved Position hex. Both, one or none of these units may be **within** the Improved Position or **outside** the Improved Position, at the Owning Player's option.

### [8.2] STACKING IN TRANSPORTATION

When a vehicle unit transports a non-vehicle unit, the transporting situation is physically represented on the mapboard by the vehicle unit being placed on top of the non-vehicle unit. This is an allowable exception to the normal stacking prohibition, and is the only case whereby a vehicle unit is allowed to stack (see 9.0.).

### [8.3] WHEN STACKING LIMITATION APPLIES

[8.31] During the Movement Phase of a Game-Turn, Friendly units may be moved through other Friendly units with complete freedom. The Stacking limitation applies solely at the end of a Movement Phase.

[8.32] Friendly units may never enter a hex containing an Enemy unit, except in Overruns (see 13.0).

[8.33] Since it is possible that a moving unit could be attacked by Opportunity Fire (with a consequence of Pin or Disruption) while in a hex with a non-Moving unit, the Moving Player is allowed to cure the resulting illegal stack by moving the Pinned or Disrupted unit to an adjacent vacant hex.

## [9.0] TRANSPORTING

GENERAL RULE:

Half-tracks (APC's) and trucks may be used to carry non-vehicle units (such as infantry, mortar, artillery units, etc.). The act of a non-vehicle joining a truck or halftrack unit for purposes of transportation is called **Mounting**, the act of separation is called **Dismounting**.

PROCEDURE:

To mount a unit, place the halftrack or truck unit on top of the non-vehicle unit. To dismount, remove the truck or halftrack unit from on top of the non-vehicle unit. So long as a truck or halftrack unit is on top of a non-vehicle unit, the truck or halftrack unit is presumed to be carrying the non-vehicle unit. The act of carrying consists of simply moving the truck or halftrack unit (with the non-vehicle unit underneath it) across the map.

CASES:

### [9.1] RESTRICTIONS AND LIMITATIONS

[9.11] The act of mounting consumes the entire Movement Allowance of both units involved; and the act of dismounting also consumes the entire Movement Allowance of both units. Units which are engaged in mounting or dismounting may perform no other task or activity during that Game-Turn.

[9.12] One truck or halftrack unit may carry one non-vehicle unit.

[9.13] The truck or halftrack unit which mounts must begin the Game-Turn in which it mounts in some hex adjacent to the non-vehicle unit on which it is to mount. Conversely, when a truck or halftrack unit dismounts, it must be placed in some hex adjacent to the non-vehicle unit it is dismounting from.

[9.14] You may not mount an infantry unit or anti-tank gun which is stacked in an Improved Position. The unit would have to move out of the Improved Position and mount in the following Game-Turn.

### [9.2] STATUS OF NON-VEHICLE UNIT WHILE BEING CARRIED

[9.21] While it is in a mounted condition, a non-vehicle unit assumes the vulnerability of the truck or halftrack unit which is carrying it and suffers the same fate inflicted on the transporting unit by the rules of Panic or Combat Results. For purposes of Combat, the Enemy Player fires at the truck or halftrack unit only and the presence of the unit being carried is ignored, except that it suffers the same fate as the truck or halftrack unit.

[9.22] Assuming that a vehicle is Pinned, Disrupted or Panicked while transporting a non-vehicle unit, the combat effect applies to both units equally, and persists for both units equally. Only one marker is used to show the status of both units.

### [9.3] STATUS OF UNITS ENGAGING IN MOUNTING OR DISMOUNTING

[9.31] Units which in a given Game-Turn are about to engage in mounting or dismounting, or which have just engaged in mounting or dismounting, are considered to be **moving** for purposes of plotting and of combat resolution.

[9.32] When a truck or halftrack (APC) unit is moved into or out of an adjacent hex, in the act of mounting or dismounting, it can trigger Opportunity Fire. If any Pin or Disrupted effects are assessed on the unit, it is placed in the initial hex, and the mounting or dismounting operation does not take place.

[9.33] Whether or not a unit is mounted or dismounted simply depends on whether or not the truck or halftrack unit is on top of the non-vehicle unit. Thus, if you have two unmounted units, truck and infantry, and they are fired on during the Direct Fire Phase which is prior to the Movement Phase, they would be unmounted; then, assuming they mount during the Movement Phase and then receive fire during the Indirect Fire Phase, they would be mounted for the Indirect Fire Phase.

### [9.4] COMBAT WHILE MOUNTED

A mounted unit may not fire. While mounted, it has no role in the game except that of a passive passenger.

### [9.5] TRANSPORT VEHICLES

Only truck and APC units may be used to transport non-vehicle units. APC's are M113, F432, Marder, Bmp, and Btr60 units.

### [9.6] HOW TO PLOT MOUNTING AND DISMOUNTING

The acts of mounting, dismounting and transporting are all covered by the general Task Code MV. In other words, if a Player wishes his vehicle unit to mount a non-vehicle unit, he simply writes an MV Task for both units and then, during the Movement Phase, proceeds to execute the mounting process. Execution of mounting or dismounting is considered to meet the requirements of 7.12, which say that a unit plotted to move must move at least one hex.

## [10.0] TERRAIN

GENERAL RULE:

The terrain features printed on the map represent towns, roads and bridges, natural obstacles like rivers and streams, and wooded areas, and the very contour of the ground itself. All of this terrain affects the ability of a unit to move and fight to some degree. The exact effect of a given terrain feature on Movement and Combat is summarized on the Terrain Effects Chart.

Additionally, Terrain affects the ability of one unit to "see" another unit, which is treated in section 11.0 (Spotting).

### [10.1] EFFECT ON MOVEMENT

[10.11] When a unit moves from hex to hex, it expends Movement Points from its Movement Allowance based on the Terrain "costs" of each hexside it crosses and each hex that it enters. These Terrain costs are summarized on the Terrain Effects Chart (10.4). These costs are cumulative and no unit may enter a hex if it lacks the Movement Points to pay both the cost of crossing the entry hexside and the hex itself.

[10.12] Most of the hexes and hexsides on the map are Clear Terrain, i.e., devoid of any terrain symbols, and cost one Movement Point to enter (two Points for trucks). A Clear Terrain hexside has no effect on Movement since its crossing cost is zero. Hexsides which are covered by woods, hilltop, swamp or town symbols have no additional effect on Movement since the Movement cost has been built into the woods or hilltop **hex** itself. The only hexsides which affect Movement are stream, river and crest and slope hexsides.

[10.13] For Movement purposes all units are divided into three classes: trucks, other vehicles (including APC's), and foot mobile units (those with a Movement Allowance of one), with terrain affecting the Movement of each class separately, according to the Terrain Effects Chart.

[10.14] Roads and Towns provide a unique exception to rule 10.11. When a unit moves in a path which coincides with the path of a road (or from town hex to town hex) we assume that the unit is benefitting from the road. Thus, when a unit enters a hex by traversing a hexside which is crossed by a road, the unit expends only the Terrain cost for crossing a road hexside (½ Movement Point), ignoring any other terrain on the hexside being crossed **or** in the hex being entered.

### [10.2] EFFECT ON COMBAT

[10.21] Terrain affects Combat by reducing the Combat Results die roll number by the amount shown on the Terrain Effects Chart.

[10.22] Terrain has no effect on H Class/Tight pattern Fire against Hard Targets. Crest hexsides **never** affect any type of H Class fire.

[10.23] Some Terrain features have no effect on Combat. Those which do are divided into affecting hexes (woods, town, hilltop) and affecting hexsides (slope and crest hexsides).

Affecting hexes benefit defending units because the terrain in them gives a solid increase in protection or shelter to the defending unit. Affecting **hexsides**, on the other hand, provide a partial defilade to defending units. Thus, we can say that affecting **hexes** provide a constant benefit to units defending in them, regardless of the direction of incoming fire, while affecting **hexsides** are directional and provide benefits only if the incoming fire intersects them.

[10.24] Crest hexsides benefit a defending unit which is on either side of the hexside, slope hexsides are uni-directional and only benefit a unit which is on the slope-splashed hex (see 10.3).

[10.25] Terrain benefits are not cumulative. If a defending unit is in a hex in which it could benefit from two or more terrain features, it simply benefits from whichever terrain feature has a greater effect on Combat. For example, a (Soft Target) unit is in a woods hex and is fired on through a common crest hexside by an M Class unit. The defending unit would benefit from either the crest hexside or the presence of the woods. However, if it were fired on by an H Class unit, it would benefit from the woods hex since the crest hexside doesn't help against H Fire.

### [10.3] SLOPES AND CREST HEXSIDES

There are two types of slanting-ground hexsides extant in this game. They are the slope hexside and the crest hexside.

[10.31] The slope hexside is distinguished by a heavy tinted line running along the hexside itself

with contour splashes on only one flank of the hexside. The hex containing the contour splashes lies below the slope hexside and only a unit which resides in that contoured splashed hex benefits from the slope-hexside for Combat purposes. If the unit moves up the slope crossing the slope hexside to enter the adjacent hex, it must pay the cost of crossing the slope hexside (in addition to the cost of the hex itself). By contrast, a unit which is adjacent to a slope hexside, but is in a hex devoid of contour splashes is considered to be above the slope. It does not benefit from the slope for Combat purposes NOR does it expend Movement Points to cross the slope hexside and move down into the adjacent hex.

**[10.32]** A crest hexside is distinguished by a heavy tinted line running along the hexside and by contour splashes in both flanking hexes. Both flanking hexes are considered to be below the crest hexside. A unit in either flanking hex benefits from the crest for Combat purposes and it must pay the cost for crossing the crest when it traverses the hexside.

**[10.33]** The contour splashes are a graphic aid to the Players. Their sole purpose is to illuminate the various slope and crest hexsides. There is, for example, no additional cost to move from one contour splashed hex to another, except if an intervening crest or slope is traversed. Nor is there any defensive advantage to a contour-splashed hex, except if the fire is received through a slope or crest hexside.

**[10.34]** The Players should note that all of the hill masses (one or more adjacent hilltop hexes) are defined on their perimeter by slope hexsides. Thus, any unit which enters a hill mass must pay for crossing a slope hexside and entering a hilltop hex.

**[10.4] TERRAIN EFFECTS CHART**
(See separate sheet.)

# [11.0] SPOTTING

GENERAL RULE:
Spotting refers to the ability of one unit to see another unit. Whether or not a given unit spots another unit depends on whether or not the Line of Sight between the two units is blocked (obstructed). The Line of Sight is determined by drawing an imaginary straight line between the center of the sighting unit's hex and the center of the sighted unit's hex. The terms Line of Sight (LOS) and Line of Fire are synonomous. When a unit has a clear Line of Sight to a potential target unit, it can Spot the target unit and thus use the Line of Sight as a Line of Fire (note 11.5).

PROCEDURE:
JUDGING THE LINE OF SIGHT
Lay a straight edge from the center of the sighting (firing) hex to the center of the target hex. The line so described is the Line of Sight (Line of Fire). If the LOS passes through a blocking hex or hexside which is not common to either the Firing unit's hex or the Target hex, then the LOS is blocked. Otherwise it is unblocked.

CASES:

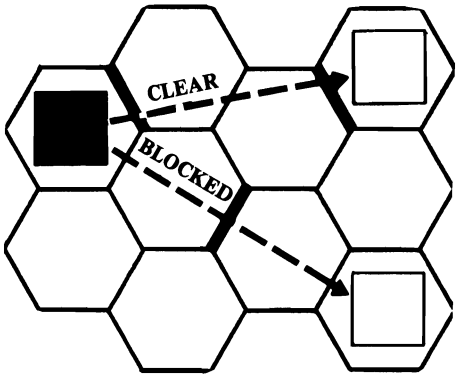
**[11.1] BLOCKING HEXSIDES AND HEXES**

**[11.11]** Any hexside which is covered in whole or in part by blocking terrain is considered a blocking hexside. Any hex which is wholly or partially filled by blocking terrain is a blocking hex.

The Terrain Effects Chart states which terrain features block Line of Sight and which do not block.

**[11.12]** Although the hilltop hexes portrayed on the map represent "high ground", units positioned on them have no intrinsic observation advantage. They do not see over blocking terrain which ostensibly is on low ground.

**[11.13]** Blocking terrain in the Spotting unit's hex and/or in the target hex, or on any hexside of either hex, does not block the Line of Sight (exception: 11.14).




**[11.14]** As a rule, if Unit A can see Unit B, then Unit B can see Unit A. This relationship is called spotting reciprocity, and holds, except when a unit is in a town or woods hex. Such a unit can see out of the town or woods hex along an otherwise unblocked LOS, but it may not itself be spotted, except by some unit within three hexes of it (inclusive), or unless it fires (in which case it can be spotted at any distance). When spotted, a unit remains spotted until it moves out of the hex in which it was spotted.

**[11.2] EFFECT ON COMBAT**

**[11.21]** Spotting has a very fundamental effect on Combat. That is, if some Friendly unit can not see (spot) a target, it may not fire at it. It is thus a vital precondition to the entire Combat process. Implicit in the instructions for the Plotting Phase is the idea that the Players will carefully determine which of their units can spot Enemy units or target hexes prior to writing a Fire Plot.

A unit may not plot or execute fire (except Indirect Fire) on a target which it cannot see and any such plot is void.

**[11.22]** Only in Indirect Fire may a unit spot a Target for another unit. Spotting is determined unit by unit for each Combat plot.

**[11.3] EFFECT OF UNITS IN SPOTTING**
Playing pieces never obstruct the Line of Sight. A unit may see through any number of intervening **units** (both Friendly and Enemy) to some distant target hex, and a unit may fire through both Friendly and Enemy units to some distant target hex without affecting the units fired through.

**[11.4] SPOTTING FOR INDIRECT FIRE**
Any Friendly unit may spot a target hex for another Friendly unit which is capable of Indirect Fire. Unless assisted by a spotting unit, no unit may fire Indirect Fire (except when specifically allowed by the Scenario Instructions).

**[11.5] PLAYER KNOWLEDGE vs. UNIT SPOTTING**
During most of the play of the game, a Player will know far more about the Enemy Player's units than his own units can spot. There will always be units located in towns and woods or behind hills which he should not know about. While a Player is unable to fire at units which his units cannot see, he can plan ahead and maneuver his forces to eventually take advantage of his knowledge of the Enemy's dispositions. The alternative, if Players are willing to trust one another, is to introduce some elements of limited intelligence by playing with inverted counters. That is, units which cannot be seen by Enemy units will be inverted, hiding their class and strength from the Enemy Player. If blank inverted counters (dummies) are called for in the scenario Initial Forces, they add to the fog. In these scenarios, the use of inverted counters is particularly recommended.

# [12.0] IMPROVED POSITIONS [ENTRENCHMENTS]

GENERAL RULE:
In some of the Scenarios a given Player's units may be in Improved Positions which represent field fortifications and aid the defense of a unit.

PROCEDURE:
An Improved Position marker is used to represent a hex which has entrenchments (field fortifications). A unit is deemed to be inside the Improved Position if it rests underneath the Improved Position marker. It is outside of the Improved Position if it rests on top of the marker.

CASES:

**[12.1] BENEFITS**
Only a unit **inside** an Improved Position receives the terrain benefit for the Improved Position. When such a unit is attacked, the die roll is reduced by four.

**[12.2] PLACEMENT AND DESTRUCTION**

**[12.21]** Improved Positions are placed on the map as part of the initial deployment. Once placed, they may not be moved to another hex.

**[12.22]** Improved Positions are destroyed (removed from the map) whenever they are unoccupied by a Friendly unit at the end of any Game-Turn. Thus, they may be destroyed either by voluntary evacuation or by the unreplaced destruction of their garrison. Friendly Improved Positions may never be garrisoned by Enemy units. If an Enemy unit moves into a Friendly Improved Position hex and survives there until the end of the turn, then by exclusion of a Friendly unit, the Improved Position marker is removed.

**[12.23]** Only one Improved Position marker may be placed per hex.

**[12.3] EFFECT ON STACKING**
One infantry unit and one AT gun unit may be stacked in an Improved Position hex. Both, one or neither unit benefits from the Improved Position, depending upon their respective positions under or on top of the Improved Position marker.

**[12.4] EFFECT ON MOVEMENT**
A unit considered **inside** an Improved Position may not freely move out of the Improved Position **hex**. It must consume its entire Movement Allowance to change from being inside to being outside of an Improved Position (from underneath to on top). There is no Movement Point cost for a unit to move into an Improved Position (from on top to underneath). Changing position within an Improved Position takes place during the Movement Phase.

# [13.0] OVERRUNS

GENERAL RULE:
Only AFV units which have a Hard Target type, an M Weapons Class, and Attack and Defense Strengths of five or more, may execute Overruns. An Overrun consists of moving through an Enemy non-vehicle during the AFV's Movement Phase. A non-vehicle unit is a unit with a Movement Allowance of zero or one. An Overrun is a hybrid form of Movement and Combat, combining elements of both, but plotted under the general Task Code of

Movement (MV). It is a costly and rarely used method of taking an Enemy position.

PROCEDURE:

During the Movement Phase, the AFV is moved through the hex containing the non-vehicle unit. This "**overrun**" costs one Movement Point in addition to normal Movement costs. As soon as the AFV has passed through the hex it attacks the target by comparing its printed Attack Strength to the Defense Strength. The die is rolled and the CRT consulted for a result. No adjustment is made for terrain. Then, if it is an R Class unit, the target counterattacks the overrunning unit, comparing its printed Attack Strength to the printed Defense Strength of the Overrunning unit. Then both results are applied immediately. The overrunning unit accepts its results in its exit hex.

CASES:

**[13.1] APPLICATION OF OVERRUN RESULTS**

**[13.11]** The application of the results of the initial Overrun Attack and the automatic counterattack occurs immediately, so that the Player who is doing the overrunning could use the overrun to clear a hex of an Enemy unit, thereby allowing other following units to move through the hex.

**[13.12]** The counterattack is automatic (provided an R Class unit is involved) and is not affected by the results of the overrun, so that even if the Overrun results in the destruction of the target unit (D4 result) the target unit still makes its counterattack.

**[13.13]** By the same token, the results of the counterattack do not affect the results of the overrun.

**[13.14]** If the overrun unit is unaffected by the overrun, it may execute its plot for that Game-Turn normally.

**[13.2] RESTRICTIONS AND LIMITATIONS**

**[13.21]** Units within an Improved Position may be overrun, to the extent that the overrunning unit moves through the hex, but the defending units are never affected by the overrun, and each unit within the Improved Position counterattacks the overrunning unit twice. (This can be an expensive way to move through a hex.)

**[13.22]** An overrunning unit may continue its Movement after executing its overrun (assuming that the counterattack did not result in a D or P result), but any one unit may make only one overrun per Game-Turn.

**[13.23]** Overruns may not be executed into a woods or town hex, nor may they be executed through a woods hexside which is either the entrance or the exit hexside of the hex being overrun.

**[13.24]** The overrunning unit must enter the overrun hex from an adjacent vacant hex and it must exit into a vacant adjacent hex after overrunning. The path of the overrun need not be in a straight line. In fact, the overrunning unit could exit into the same hex it entered from.

**[13.3] MULTIPLE OVERRUNS**

A hex may be overrun by any number of units on the same Game-Turn. Each overrun is treated as a separate event and the overrunning unit in each case must perform within the restrictions and limitations of Case 13.2. [While it is theoretically possible for a Player to overrun a given hex with a dozen or more units, the operation of the counterattack provision tends to clog adjacent hexes with Pinned or Disrupted units, thereby shutting off access to the hex.]

**[13.4] TERRAIN**

The one Movement Point cost is in addition to all other terrain costs, including the terrain in the hex being overrun. A unit which is overrunning may not use the road Movement rate at any point in that Game-Turn. Thus, an overrunning unit ignores the presence of roads and calculates its entire Movement (up to, through, and subsequent to the overrun) as though they did not exist.

**[13.5] EFFECT OF DISRUPTION ON COUNTERATTACKING**

Even if a unit being overrun is Pinned, Panicked or in any state of Disruption, it always counterattacks using its printed Attack Strength.

**[13.6] MINIMUM COUNTERATTACK**

There will be many cases in which the comparison of the Attack Strength of the counterattacking unit to the Defense Strength of the overrunning unit would result in a minus 4 or worse Attack Superiority. Therefore, a counterattack may always be made at at least -3 Attack Superiority, even if the true comparison is worse. (This is an exception to the normal Combat Rules.)

**[13.7] HOW TO PLOT OVERRUNS**

There is no specific Task Code for overruns. Any AFV which meets the requirements and has been plotted to move (Code MV) is permitted to execute an overrun as part of its movement execution. In other words, an overrun is an extemporaneous act, which the Moving Player decides upon at any point during his Movement Phase.

**[13.8] OPPORTUNITY FIRE AGAINST OVERRUNNING UNITS**

If a Line of Opportunity Fire is triggered in the hex in which the triggering unit is executing an overrun; the triggering unit may execute the overrun, and accepts the Opportunity Fire results in its exit hex.

# [14.0] PANIC [Command Control]

GENERAL RULE:

On every Game-Turn the units in a Player's force are exposed to Panic. That is, the Player may lose the ability to control a percentage of his units on every Game-Turn. The effects of Panic are meant to simulate the **real effects** on the battlefield, of communications problems, misunderstood orders, human error and, sometimes, just plain physical fear, which result in units not doing what the command (the Player) has ordered (plotted). Panic is assessed randomly during the Panic Determination Phase, so that a Player does not know either how many, nor exactly which, of his units will Panic when he has to plot his Game-Turn activities.

PROCEDURE:

Each Player is given a Panic Level in each Scenario. This Panic Level is given as a percentage. The counter mix contains ten markers labeled 0 through 9, which are known as Panic Chits. During the Panic Determination Phase of the Game-Turn, each Player will pick a number of chits which corresponds to his Panic Level percentage. [If a Player has a 30% Panic Level, he would pick 3 chits, 20%, 2 chits, etc.]. Each Player will then cross reference the numbers on the chits that he picked, with the last number of the hexes on the map. These hexes are Panicked hexes and any of the Player's units which are located on a Panicked hex suffer the effects of Panic, and are known as **Panicked units.**

**[14.1] EFFECTS OF PANIC ON UNITS WHICH WERE PLOTTED TO MOVE**

**[14.11]** If a unit has been plotted to move and it is found to be a Panicked unit, the Owning Player is prohibited from moving it voluntarily. Instead, he must move it according to the Panic Movement Procedure (also known as Scatter). This procedure, which is followed separately for each individual Panicked unit, takes the following form: First the Player rolls the die and compares the die roll number with the number on the Scatter Diagram printed on the map. This gives him the direction which the Panicked unit must move. Then he rolls the die a **second** time: this gives him the number of Movement Points [the Panic Movement Allowance] which the unit must expend in the previously determined direction. He then proceeds to move the unit accordingly.

**[14.12]** Movement of Panicked units is executed during the Player's Movement Phase in any combination with normal unPanicked Movement. The Panicked Movement Procedure for each Panicked unit may not be interrupted, once begun. A Player can not, therefore, go through the die rolling to find out where his Panicked units are moving, and then move other units, before physically moving the Panicked units.

**[14.13]** A Panicked unit cannot acquire through the Panicked Movement Procedure more Movement Points than it normally possesses. For example, an infantry platoon would only scatter one Movement Point, no matter what.

**[14.14]** In executing its Panicked Movement, the Scattering unit will expend its Movement in the scatter direction, paying all normal costs for terrain traversed.

**[14.15]** A Panicked unit may not Overrun, even if the Movement costs are within the Panicked Movement Allowance and the potential target lies within the scatter path. The Panicked unit ceases Movement in the hex adjacent to any Enemy units. Panicked units may move through Friendly units, but must adhere to the Stacking limitations, ending their movement before stacking illegally.

**[14.2] EFFECT OF PANIC ON TRANSPORTATION**

**[14.21]** A vehicle unit, while Panicked, may not Mount a non-vehicle unit as a passenger. Instead, the vehicle unit is subject to Scatter.

**[14.22]** A non-vehicle unit, while Panicked, may not Mount. It is subject to Scatter.

**[14.23]** If a vehicle unit Panics while bearing a passenger unit, it Scatters, carrying the passenger unit with it (assuming it was plotted to move).

**[14.3] EFFECT OF PANIC ON COMBAT**

**[14.31]** A Panicked unit may not fire. A unit which was plotted a Fire Task and which is determined to be Panicked, has its Fire Task canceled and, in effect, loses its ability to attack (fire) for the Game-Turn.

**[14.32]** Panic does not affect a unit's Defense Strength or its inherent capability to counterattack an Overrun.

**[14.4] EFFECT OF PANIC ON INERT OR DISRUPTED UNITS**

**[14.41]** If a unit was not plotted to perform any Task during a Game-Turn (remain inert), then Panic has no effect on that unit.

**[14.42]** Panic does not affect a Disrupted unit.

**[14.5] PERSISTENCE OF PANIC**

**[14.51]** The extent and application of Panic is determined afresh on each and every Game-Turn, so that a unit which Panics on one Game-Turn may or may not Panic on other Game-Turns.

**[14.52]** On any Game-Turn, it is theoretically possible for all, some or none of a Player's units to Panic. The fact that a Player has a Panic Level of, say, 20% does not mean that on every Game-Turn 20% of the Player's units will Panic. It does mean

that over an extended series of Game-Turns the total number of units which Panic will tend to average out at 20%.

### [14.6] PLAYER'S NOTES

[14.61] Obviously, the whole application of the Panic Procedure depends on an honest, blind random picking of the Panic Chits, so that no Player can manipulate the Chit pick to his own ends. In Playtesting, we found that a coffee mug was an adequate receptacle from which to pick, and allowed the chits to be shaken up between picks.

[14.62] Panic markers are provided which Player's may use to identify those units which are Panicked. Their use is not mandatory. Some Players find them an aid and others do not.

### [14.7] DELAYED PANIC AS A RESULT OF COMBAT

[14.71] Frequently the Combat Results Table requires that a unit suffer Delayed Panic (P) as a consequence of being attacked. This means that on the Game-Turn immediately following the turn in which the (P) result was assessed against the unit concerned, the unit will automatically Panic just as though it were on a Panicked hex.

[14.72] When a unit suffers a (P) result a Delayed Panic marker should be placed on that unit so that on the following Game-Turn the Players will be reminded that that unit must suffer an automatic Panic.

[14.73] If, by coincidence, a (P) unit happens to be exposed to the application of normal random Panic (i.e., be located on a Panicked hex) there is no added effect.

[14.74] The Owning Player may, if he wishes, write a Movement Plot for a (P) unit. The unit will, of course, automatically Scatter under those circumstances, but there may be some benefit in its movement.

### [14.8] EXTENT OF PANIC

[14.81] Determination of which units Panic occurs during the Panic Determination Phase of the Game-Turn and applies to only those units which lie on Panicked hexes as of that moment. Thereafter, during the Movement Phase of the Game-Turn, units may move into and through the erstwhile Panicked hexes without being affected by Panic.

[14.82] As a General Rule, the application of the Panic Rules are always postponed in any Scenario until the shooting starts. That is, the Panic Rules will not be employed and no unit will Panic, until the Game-Turn following the Game-Turn in which at least one unit (either Player's) has executed Fire (be it Direct, Opportunity or Indirect).

## [15.0] OFF-BOARD ARTILLERY

GENERAL RULE:

In most Scenarios, both Players are given an Off-Board Artillery capability, which simulates the availabilty of artillery or rocket or mortar batteries located someplace other than the map, to fire at the Enemy targets located on the map.

PROCEDURE:

Off-Board Artillery is available in terms of "concentrations" of H Attack Strength Points. The Scenario Order of Battle will state that a Player has, for example, "3 concentrations of 7 H Points each" [abbreviated to read: OFBDA- 3(7H)].

CASES:

### [15.1] USE OF OFF-BOARD ARTILLERY

[15.11] Off-Board Artillery Fire is always Indirect Fire. It is H Class Fire, and the Firing Player should indicate Tight or Loose Pattern. H is susceptible, as such, to Scatter (see 6.48).

[15.12] Having a concentration of 7H Points is exactly the same as having a unit with an Attack Strength of 7H Points, except that the artillery is Off Board Artillery. Each concentration may be used once each Game-Turn.

[15.13] Off-Board Artillery can reach any target on the map (unlimited range), but it may not be fired at an Unspotted target hex, unless specifically permitted in the Scenario Instructions.

[15.14] Off-Board Artillery Fire is plotted during the Plot Phase of the Game-Turn, and impacts (after target-hex Scatter) during the Indirect Fire Phase of the same Game-Turn. The Plot should read "OFBDA- hex #1234-7H," for example.

### [15.2] OFF-BOARD ARTILLERY RESTRICTIONS

[15.21] The Points in a "concentration" may not be apportioned against several targets, just as the fire of an individual unit may not be apportioned against several targets in a single Game-Turn.

[15.22] Assuming a Player has more than one "concentration" available, he may fire several "concentrations" at the same target hex or different target hexes on the same Game-Turn, but each concentration is treated as a separate attack.

[15.23] Off-Board Artillery may not be used for counterbattery fire.

[15.24] Off-Board Artillery may not be fired at.

### [15.3] U.S. OFF BOARD ARTILLERY

[15.31] The U.S. Player (in his role as a battalion or task force commander) could theoretically look for the support of up to eighteen batteries if his need was great enough and the target was lucrative enough. Given an H Attack Strength of 7 to either a 6-gun 155 battery or a 4-gun 8" battery, this would give him as many as 18(7H) concentrations when necessary.

[15.32] Each Scenario will state the minimum number of 7 H Attack Strenth Point concentrations the American Player will have on each Game-Turn. It will also state the number of turns on which he is allowed to apply additional multiples of this minimum. The exact multiples will be determined randomly through use of the die.

[15.33] At the beginning of any Game-Turn, the American Player may attempt to multiply his Off-Board Artillery support for that turn. He informs the Soviet Player of this desire and proceeds to roll the die, concealing the result from the Soviet Player. Whatever number he has rolled represents the multiple he is allowed to apply to Off-Board Artillery that turn.

EXAMPLE: In Scenario 21.2 the American Player is given in a minimum of 3 x 7H concentrations per turn. He is permitted to apply multiples on any three Game-Turns of his choice. Assume that on Game-Turn Two he decides to attempt a multiple. He rolls the die with a three resulting. He can now plot (3x3) 9(7H) concentrations for impact on that Game-Turn. After both he and the Soviet Player have plotted the American Player can reveal the die roll. It is important that the Soviet Player be ignorant of the size of the multiple when he is plotting his move.

[15.34] The scenario states how many Game-Turns the American is allowed to multiply his Off-Board Artillery. He rolls the die once each turn that he decides to use a multiple. A result of 1 means that he has failed to multiply his artillery, but still counts as the use of one of his multiples.

## [16.0] CLOSE AIR SUPPORT

GENERAL RULE:

Either Player is sometimes given Close Air Support. This is given in terms of "strikes." Each strike is a certain weight of H attack Strength Points. Each "strike" is applied just as though it were an Off-Board Artillery concentration, except for a different Scatter pattern.

PROCEDURE:

During the Plot Phase, the appropriate Player allocates a Close Air Support Strike to a target hex. During the Indirect Fire Phase the Close Air Support Scatter will be implemented, the actual impact hexes of each strike determined, and the strike executed just as though it were an Indirect Fire Attack.

CASES:

### [16.1] CLOSE AIR SUPPORT SCATTER

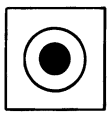
A Close Air Support Strike scatters in the following fashion: Roll the die. If the roll is a one or two, the strike impacts on the target hex. If the roll is a three, four, five or six, the strike scatters, in which case the die is rolled once more to determine the direction of Scatter (see 6.48). The strike, if it scatters, scatters one hex.

### [16.2] APPLICATION OF CLOSE AIR SUPPORT

[16.21] A Close Air Support Strike is **always** a Tight Pattern H Attack affecting only the hex it impacts on.

[16.22] Each strike must be used as single unitary value. A single Strike may not be apportioned against several target hexes.

[16.23] The weight of each Close Air Support Strike will be given in the Order of Battle. For example, CAS- 3(5H) means Close Air Support available is three strikes each of 5 H Attack Strength Points.



## [17.0] MINES

GENERAL RULE:

In certain Scenarios one Player or the other is allowed to deploy mines in order to impede the movement of units and to inflict damage on units. When a Player has deployed mines in a hex, it is called a **mined hex**. A mined hex is presumed to contain both anti-vehicular mines and anti-personnel mines. There are three types of mined hexes: hasty, preventive, and defensive, corresponding to a rising density of mines within the hex and an increasing probability of inflicting damage.

PROCEDURE:

The Scenario will state which Player has mines to deploy in terms of a number of mined hexes and the type of mined hexes. This Player, while both Players are deploying and setting-up their regular units, shall select which hexes on the map he deems to be mined. He shall secretly note the numbers of the mined hexes and type of mined hexes. Thereafter, in the course of play, whenever a unit (from either side) enters **or** leaves a mined hex, an immediate Mine Attack shall be executed against that unit, any result applied immediately, and a Mined Hex Marker is placed in that hex.

CASES:

### [17.1] MINE ATTACKS

[17.11] A Mine Attack is executed against any unit, no matter what its Defense Strength or Target Type, just as though the unit were fired upon by a weapon. Mines have a certain Net Attack Superiority on the Combat Results Table, according to the type of Minefield, regardless of the Type of unit in the hex.

1. Hasty Mined Hex: Attacks a unit at -2 Net Attack Superiority.

2. Preventative Mined Hex: Attacks at +1 Net Attack Superiority.

3. Defensive Mined Hex: Attacks at +7 Net Attack Superiority.

The Preventative and Defensive Minefield types are not called for in the Scenarios, but Players may make use of them in creating their own scenarios.

[17.12] All considerations of Terrain, Defense Strength and Target Type are ignored when executing a Mine Attack. The Player whose mined hex it is simply announces that a unit is attempting to enter or attempting to leave a mined hex, rolls the die, and reads the result from the appropriate column of the Combat Results Table. This means that the strongest and weakest units are equally vulnerable to mines.

[17.13] Whenever a unit enters a mined hex, it must immediately cease all further movement in that Game-Turn, regardless of whether the Mine Attack successfully Pins or Disrupts it. It must cease movement within the mined hex. (Exception: see 17.15 for treatment of Overruns.)

[17.14] Whenever a Player desires a unit to leave a mined hex, he announces this fact and a Mine Attack is executed on the unit. No matter what the result of the attack, the unit is permitted to exit the mined hex. Any Pin or Disruption Results are assessed in a hex adjacent to the mined hex, which the Owning Player moves the unit to.

[17.15] If a unit overruns through a mined hex, it suffers two successive Mine Attacks in one turn and is placed in its exit hex.

[17.16] Mines attack Friend and Foe alike. In his initial deployment, a Player may elect to place Friendly units in mined hexes. If and when he chooses to move those units out of the mined hexes, they must suffer Mine Attacks.

# [18.0] HELICOPTERS

GENERAL RULE:

Helicopters are exceptional types of units with unusual rules regarding their Combat and Movement. VH is a generic term describing any helicopters.

CASES:

### [18.1] MOVEMENT

[18.11] All VH units ignore all Terrain costs when moving. A VH unit expends one Movement Point from its Movement Allowance for each hex that it enters, regardless of the terrain in the hexside crossed or the terrain in the hex entered.

[18.12] A VH unit may freely enter and exit a hex containing any other unit(s) — Friendly or Enemy — except a hex containing another VH unit. They may stack with ground units at the end of a Game-Turn. By the same token, ground units may ignore the presence of helicopters for Movement and Stacking purposes.

[18.13] Helicopter units may be of two types: Those bearing a UH designation may be used to transport infantry and engineer units. AH units may not transport.

[18.14] VH units are presumed always to be in the air, except a UH helicopter in the act of Mounting or Dismounting. Such a unit is presumed to be on the ground; therefore, a UH unit may not Mount or Dismount a unit which is in a forest or city hex.

### [18.2] COMBAT

[18.21] VH units may attack Enemy units using their respective weapons, according to the normal Combat Rules.

[18.22] For purposes of firing at an Enemy unit, a VH unit is considered capable of elevating itself to a height which allows it to see over woods hexes, town hexes, and slope and crest hexsides which would normally block Line of Sight/Line of Fire. Thus, when the Enemy target unit is in clear terrain, the VH is exempt from Line of Sight restrictions. A target which is located within a town or woods hex such that the VH unit's LOS passes through an adjacent woods or town hexside cannot be fired at by a VH unit.

[18.23] A VH unit can always fire at a unit which it is stacked on top of or adjacent to. When firing at a unit it is stacked with, the range is considered to be one hex.

[18.24] A unit which is being fired at by a VH unit loses any benefit for being behind a slope or crest hexside and retains any benefit for being in a woods or town hex.

[18.25] VH units are subject to Ammunition Depletion in the same fashion that G Class units are (see 6.27).

### [18.3] FLAK UNITS AND ANTI-HELICOPTER FIRE

Helicopters are subject to being fired at according to the following special rules. This is in effect a special combat relationship, except that the normal Combat Results Table is used to determine the outcome of anti-helicopter fire.

[18.31] FLAK STRENGTH/ RANGE ATTENUATION TABLE

| | Range in Hexes | | | |
|---|---|---|---|---|
| **Unit** | **0-2** | **3-5** | **6-10** | **11-20** |
| Z23 | 16 | 14 | 12 | 10 |
| T55 | 8 | 6 | 0 | 0 |
| T62 | 10 | 8 | 0 | 0 |
| M60 | 12 | 9 | 0 | 0 |
| Inf Co | 12 | 10 | 0 | 0 |
| Inf Plt | 8 | 6 | 0 | 0 |
| All other | 8 | 0 | 0 | 0 |

**Explanation:**

Simply establish the range between the firing unit and the target VH unit. Cross reference the range with the identity of the Firing unit and read the Attack Strength of the Firing unit.

After establishing the Attack Strength of the Firing unit, simply subtract the Defense Strength of the Target VH to establish the Net Attack Superiority. Roll the die. Do not adjust for terrain.

**[18.32] Effect of Terrain**

A VH unit never receives a die roll benefit for terrain. However, a VH unit which is itself not firing may not be fired at if the LOS passes through any blocking terrain, unless the Firing unit is adjacent to the VH. Conversely, if a VH unit is firing it is presumed to have elevated itself above blocking terrain, thus exposing itself in turn to fire. (Thus a ground unit can plot DF at a VH unit which is ostensibly hidden in hopes that the VH unit will fire, thereby exposing itself.)

**[18.33] Flak Units**

The Soviets have the Z23 flak unit (R* Class). In addition to their obvious role in attacking helicopters, they may be used to attack ground targets.

**[18.34] Effect of Combat Results on VH Units**

In assessing Combat Results of an attack on a VH unit, any Pinned or Panic prime results are ignored. A VH unit is only affected by a Disrupted Result.

# [19.0] SMOKE

GENERAL RULE:

All H Class units which are capable of Indirect Fire (field guns and mortars), and Off-Board Artillery and Close Air Support, are capable of firing Smoke instead of explosives. Firing Smoke is handled just as though the Player was firing HE, except that he adds an S notation to his Fire Plot. The effect of Smoke is to block the Line of Sight. A unit firing Smoke may perform no other Task that Game-Turn.

PROCEDURE:

The Player allocates his Smoke Fire to a specific target hex. It is treated as Indirect Fire, which means it may or may not Scatter to a different Impact Hex. The Player places an upside down marker (any marker) on this hex. The marker remains on the map, marking the Smoke Hex until the beginning of the next Indirect Fire Phase, when it is removed.

CASES:

### [19.1] LINE OF SIGHT EFFECTS

[19.11] No unit may trace an LOS through a Smoke Hex (one with a Smoke marker in it). Thus, for purposes of plotting and executing fire, Smoke blocks fire. Helicopters may rise above the Smoke (see 18.22).

[19.12] If a target unit is in a Smoke hex it may be fired at. Subtract three from the die roll for all R, G and M Class attacks. Smoke in the target hex does not affect an H Class attack.

### [19.2] PERSISTENCE OF SMOKE

[19.21] Smoke persists for one full Game-Turn. If a Player wishes to maintain a Smoke screen he must continue to fire Smoke. Smoke is always fired and created in the Indirect Fire Phase of a Game-Turn. This holds even if the firing unit is capable of firing Direct Fire at the hex.

[19.22] No matter what the size of the Smoke firing unit, a Smoke Attack creates only one Smoke hex. Thus, for purposes of firing Smoke, a weak H Class unit is as effective as a strong H Class unit.

# [20.0] HOW TO SET-UP AND PLAY THE GAME

### [20.1] SCENARIOS

As stated in the Introduction, the game is played by Scenarios. Each Scenario is from six to twenty Game-Turns in length and the number of units per side varies with the Scenario. A Scenario is a game in itself and the term Scenario and game are used interchangeably. Each Scenario listing contains a historical note which relates the Scenario to the actual event which is being simulated, an Order of Battle for each Player, and other instructions relating to the length of the Scenario, initial deployment of forces and later reinforcements, Victory Conditions and special rules pertaining to that Scenario.

### [20.2] SETTING UP

The Players must first decide between themselves who is going to play which side. Then they must decide what Scenario to play. Once they have decided which Scenario to play, that Scenario becomes the game. (Note that Scenarios do not link together.) Next they must spread out the map and seat themselves around the map, and select their respective forces from the counter mix according to the Scenario Instructions, deploying these forces on ( or about to enter) the map in accordance with the Scenario Instructions. After this, they may begin the first Game-Turn.

### [20.3] ORDERS OF BATTLE

Each Player is given an Order of Battle under the listing of the side he has chosen. This Order of Battle lists each playing piece by unit code and the number of that type unit. 3(Inf) means three infantry units, 5(Lprd) means five platoons of Leopard tanks. This Order of Battle is further broken down (when necessary) into initial starting forces and reinforcements, which are also broken down (when necessary) if the forces are deployed in different areas of the map or if they arrive at different times or entry points.

### [20.4] DEPLOYMENT

A Player's initial forces (those units he begins the first Game-Turn with) are placed according to the Instructions in the Scenario being played. Usually these forces are either placed physically on the map surface itself (Initial Deployment on Map) or are adjacent to the map surface for entry onto the map on the first or succeeding Game-Turns.

**[20.41] Initial Deployment on the Map**

When a Player is instructed to deploy certain units (collectively described as a "force") on the map, he is normally told to deploy them within a certain area (deployment area) which is bounded by one or more mapedges and lines drawn (hypothetically) between hexes on the hex grid or along hex rows. (Note the compass rose on the map, indicating North, East, etc.) Thus, if a force is required to deploy "South of the line hex 0119 through hex 3134, inclusive" it means that the Owning Player would deploy the units anywhere in the Southwestern corner of the map, including and below (south of) the line of hexes 0119, 0219, 0320, 0420, 0521...2832, 2933, 3033, 3134. Occasionally, a deployment area will correspond to a complete terrain feature. The Owning Player has freedom to place his units as he sees fit, within the deployment area, subject to the normal Terrain and Stacking Restrictions.

**[20.42] Initial Deployment Off the Map**

When the Deployment Instructions state that a force is to enter the map on Game-Turn One, they mean that the force is positioned adjacent to the map so that it might enter the map on the Movement Phase of the first Game-Turn. The Deployment Instructions will indicate whether or not the force is to enter the map in a column formation (one unit behind the other, each entering Successively into the **same** hex, see 20.61) or whether the force can enter in a free formation (each unit entering onto one hex of a row of hexes or of an entire map edge, see 20.66). In either case, the units composing the entering force must be prepositioned in the order of formation in which they will enter the map.

**[20.43] Secret Deployment**

When using restricted Player knowledge and inverted counters (see 11.5), the Players always place their units face-down. The First Player always deploys first (unless stated otherwise) and his Player-Turn is always the first in each Game-Turn. The First Player is defined in each Scenario.

### [20.5] VICTORY CONDITIONS

These are used to determine the winner at the end of the game. They usually state either a geographical objective, or explain how to gain Victory Points. When Victory Points are itemized in the Victory Conditions, the Player with the greater number of Victory Points at the end of the game wins. When the Victory Conditions refer to "combat units" they mean any unit with an Attack Strength (not trucks or APC's). When the Victory Conditions mention a town, they refer to all of the town hexes composing the town. When a unit is exited off the map in fulfillment of Victory Conditions, it must pay the Movement Point cost for the hypothetical hex it is presumed to be entering upon leaving the map. The terrain in the hypothetical hex is arbitrarily identical to that in the exit hex. Victory is evaluated at the conclusion of the final Game-Turn in the Scenario.

**[20.51] Victory Points for Units Destroyed**

When the Victory Conditions state that a Player receives points for every destroyed Enemy unit, the number of points which the Players receive is determined as follows: Total the Attack Strength, Defense Strength and Movement Allowance of the destroyed unit. This is the number of Victory Points received for destroying that unit. Example: If the U.S. Player destroys a Soviet T62 Tank Company, he receives 35 Victory Points (19+10 +6). For Dual Class weapons destroyed, ignore their G Class Attack Strength. For G Class weapons without Dual Class identity, which are depleted and removed from the map, no Victory Points are received (keep such units separate from units destroyed in combat).

### [20.6] REINFORCEMENTS

Scenario Instructions may state that units enter the map "in column" or "in free formation"

**[20.61]** Entry in column is accomplished as follows: The units are deployed **off map**, one behind the other, with the lead unit poised adjacent to the map entry hex listed. If the entry hex is a road hex, a hypothetical road may be presumed to stretch off the map, away from the entry hex.

**[20.62]** As each unit enters the map, it will pay the cost for entering the entry hex plus the additional cost for any hypothetical clear terrain hexes that it would have to traverse to reach the entry hex. If units are entering on a road hex, they are considered to be moving through hypothetical road hexes until they reach the map. Example: The lead unit in the column would pay ½ Movement Point to enter the map, the second would pay 1 Movement Point to enter the map, the third 1½ Movement Points, etc., etc.

**[20.63]** Once the Players have composed their columns, they may not alter the positions of units in the columns to change the order in which units reach the map.

**[20.64]** Given the number of units in some Scenarios, often it will not be possible to enter all units onto the map during the first Game-Turn that they are available. Units which cannot enter on the first Game-Turn of availability simply enter on the second Game-Turn in column order. Units which are off map are out of play for all game purposes except, of course, to be moved along in sequence, in order to eventually reach the map.

**[20.65]** Once a unit enters the map, it may be moved freely with no restrictions as to formation.

**[20.66]** When not stated otherwise, units may be brought on to the map in any formation the Player wishes; in one column, multiple columns, one unit per entry hex, or any combination. The Player may use as many entry hexes as he wishes; however, if more than one unit enters the map through the same hex, then the units which do so are presumed to have entered in column and must follow the procedure for entry in column, above.

**[20.67] Reinforcements may be brought on to the map in Mounted condition, at the Player's option, when vehicles are provided.**

**[20.68] If a unit's assigned entry hex is occupied by an Enemy unit, it must enter on the nearest non-Enemy hex.**

## [21.0] SCENARIOS - NATO and Warsaw Pact

### [21.1] SOVIET RECON ELEMENT vs. U.S. ARM. CAV.

INITIAL FORCES

**U.S. Player:**

8(Cmbt), 4 dummies, OFBDA—2(7H), 3(Multiple)

**Soviet Player:**

4(Scp), 2(Rcp), 1(Lrrp), OFBDA—5(6H)

DEPLOYMENT

The **US forces** deploy anywhere south of hexrow 0017, inclusive.

The **Soviet forces** deploy hex #'s 3002, 3001, 3101, 3801, 3901, 4502, 4601, apportioned in any way the Soviet Player wishes.

REINFORCEMENTS

**U.S. Player:**

1(Inf) mounted on 1(UH1d) on Game-Turn Four, anyplace on South edge.

**Soviet Player**

3(Inf), 3(Bmp), 3(T55), 1(Brdm), 1(Spat), 1(Z23) on Game-Turn Three on North edge road hexes 3101, 3901 and 4601, in any column order.

RULES OF ENGAGEMENT

1. The **U.S. Player** is the First Player. He deploys face down.
2. Dummies are treated as Cmbts. **U.S. Player** may move them and Cmbts face down and keep identity concealed until either a Cmbt fires or a Soviet unit spots a face down unit.
3. The area of the map, hexrow 4700 to the East edge is out of play.
4. The **Soviet Player** must preplan his Off-Board Artillery for the first seven Game-Turns. He does this before the American deploys. Beginning with the Eighth Game-Turn, he may use OFBDA as needed.

PANIC LEVELS

**U.S. Player:** 10%

**Soviet Player:** 10%

GAME LENGTH

15 Game-Turns.

VICTORY CONDITIONS

1. The **Soviet Player** must exit four units (any type) off the South map edge or he **loses.**
2. If the Soviet Player exits four units off the map, then the **U.S. Player** must have exited four Cmbts off the South edhe or he (U.S.) **loses.**
3. Assuming **both Players** avoid the conditions above, victory is decided on the following point basis:

The **US Player** receives Victory Points for every Soviet unit destroyed.

The **Soviet Player** receives Victory Points for every US unit destroyed **and** for every US unit remaining on the map at the end of the game.

4. **U.S.** units may not exit the map until Game-Turn Twelve.

PLAYER'S NOTES

Theoretically, the US Player can win the game by destroying only one Soviet unit, avoiding loss himself, hiding until Game-Turn Twelve, and then exiting without loss. (Lotsa luck.)

The Soviet Player should reserve his light forces for exiting, and use strong units to force action with the US Player.

HISTORICAL NOTES

The 2nd Armored Cavalry Regiment has been given the task of screening the entire southern flank of the Soviet breakthrough at Fulda. Strung

from Gemunden to Schweinfurt, the 2nd Armored Cavalry Sqd./2 Cav. is to hold advance elements of the Soviet 1st Guards Tank Army from penetrating the Werneck River line. It had been in contact with Soviets on the prior day north of Schweinfurt. Night patrols and early air reconnaissance confirmed that Soviets were stacked up all along E70 and Rte. 19, with the lead elements poised along Rte. 26a (off map, immediately to the north).

These units are the Soviet 601st Reconnaissance Battalion (Army asset), closely followed by the 2nd Bn. of the 229th Tank Rgt. (9th Tank Division), plus attached support. Due to traffic problems this HQ is commanding most of 1 Bn/67th Mot. Rif. Rgt. (a unit which would normally have been parceled out to the three tank regiments). Thus the advanced Soviet elements had the appearance of a reinforced motorized rifle battalion; probably a good thing, since the 2nd Cav's own M60's are still in Schweinfurt. So the U.S. commander has concentrated most of his remaining strength to stop the Soviet point.

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### [21.2] AIRMOBILE DELAY

INITIAL FORCES

**U.S. Player:**
1(OH58), 3(Cmbt), 1(M125), OFBDA—3(7H), 3(Multiple)

**Soviet Player:**
3(Scp), 2(Rcp), 2(Inf), 2(Bmp), OFBDA—2(6H)

DEPLOYMENT

The **US forces** enter Game-Turn One anyplace along the West edge.

**Soviet Forces** are deployed either in Werneck or Essleben. Soviet Player notes which town he deploys in prior to American entry; after American entry he places his units.

REINFORCEMENTS

**U.S. Player:**
3(Inf), 3(UH1d), 3(AH1g), 3(OH58) on Game-Turn Three, anywhere on West edge.

**Soviet Player:**
3(T62), 4(Inf), 4(Bmp), 2(Z23) on Game-Turn Three, anyplace on East edge.

RULES OF ENGAGEMENT

1. The **U.S. Player** is the First Player.
2. **Both Players** may use OFBDA beginning on Game-Turn Two.

PANIC LEVELS

**U.S. Player:** 10%

**Soviet Player:** 10%

GAME LENGTH

20 Game-Turns

VICTORY CONDITIONS

1. A **Soviet** unit (any type) must enter any hex of Muhlhausen by the end of Game-Turn Twelve or the Soviet Player loses. [It doesn't have to stay there or survive, but it must pass through the hex.]
2. A **Soviet** unit must enter Ganheim by the end of the game or the Soviet Player loses. (Again, doesn't need to stay, just get there.)
3. An **undisrupted Soviet unit** must be in Essleben at the end of the game or the Soviet Player loses.
4. Assuming the Soviet Player avoids the above conditions, victory is decided on a point basis:
The **US Player** receives Victory Points for every Soviet unit destroyed.
The **Soviet Player** receives Victory Points for every US unit destroyed **and** for every US unit remaining on the map at the end of the game. He **also** receives points for every Soviet unit which exits off the West edge of the map by the end of Game-Turn Ten.
5. The **U.S. Player** may begin to withdraw units either off the West edge or off the South edge beginning on Game-Turn Ten. He may withdraw only one unit per turn. (Mounted unit/transport unit count as one unit.)

PLAYER'S NOTES

There are a lot of ways to play this one. The US Player can go for a definite win by trying to deny Muhlhausen or Ganheim. Soviet Player can go for early points with his Initial Forces sneaking off the map, hoping that his reinforcements can get to the towns. U.S. Player can conceed the towns and go for an attrition win.

HISTORICAL NOTES

With the Hammelburg situation stabilized and a line of sorts established through Bergtheim and Volkach, the VII Corps was breathing a little easier. Then intelligence reported movement by the 170th Motorized Rifle Rgt. (57th Guards Mot. Rif. Div.) through Schweinfurt and it looked like a possible left hook down the Wern River Valley and into Karlstadt.

Available to delay this thrust was a troop of the 1st Bn/2nd Arm. Cav. located around Arnstein. Also briefed to move was an ersatz airmobile task force which 3rd Mechanized Infantry had assembled in Karlstadt. The action begins in the late afternoon.

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### [21.3] MECHANIZED ASSAULT

INITIAL FORCES

**Soviet Player:**
9(Inf), 9(Bmp), 9(T55), 1(Rcp), 1(120m), 3(Brdm), 3(Spat), 1(Eng), 1(Btr60), 1(100a), 1(Z23), 1(T), OFBDA—5(6H), 1(9H), CAS—1(8H).

**U.S. Player:**
9(Inf), 9(M113), 3(M125), 1(M106), 9(M150), 2(M114), 3(M60a), 2(AH1g), OFBDA—3(7H), 6(Multiple).

DEPLOYMENT

**Soviet units** deploy in Schrodenbach, Werneck, Ettelben and on the Autobahn north of 2206. (May be mounted.)

**U.S. units** deploy anywhere south of the Wern River (hex 0017 to 5817).

RULES OF ENGAGEMENT

1. The **Soviet Player** is the First Player.
2. **All units** are deployed and moved face-down until they are Spotted.
3. **Soviet** OFBDA must be preplanned through Game-Turn Three, Thereafter, it is used as needed. **U.S. artillery** is not preplanned.

PANIC LEVEL

**Soviet:** 20%

**U.S.:** 0 initially, rises by 10% for each US unit destroyed, to a maximum of 30%.

GAME LENGTH

20 Game-Turns.

VICTORY CONDITIONS

1. The **Soviet Player must** eliminate all US non-helicopter units from every hex of Muhlhausen at some point in the game. (U.S. Player can move back in, but at some point in time Muhlhausen must be totally clear of U.S. units.)
2. The **U.S. Player** must have at least two undisrupted units either on the Geiersburg, Glockenberg or in Rieden at the end of the Game.
3. If **both Players** fail to achieve the above conditions, the game is a tie.
4. Assuming **both Players** avoid a loss or a tie, victory is decided on a point basis:
The **US Player** receives Victory Points for every Soviet unit destroyed **and** for every US unit which exits off the South map edge (0134 to 3334, inclusive) **after** Game-Turn Fifteen. [He receives **no points** for units which exit before then.]
The **Soviet Player** receives Victory Points for every US unit destroyed **and** for every US unit remaining on the map at the end of the game (except for two units fulfilling the US requirement and any units in Muhlhausen). He **also** receives Victory Points for every Soviet unit which exits off the South map edge (hexes 0134 to 3334, inclusive) by Game-Turn Fifteen.

PLAYER'S NOTES

The objective here is to show an American mech infantry bn(+), blunting the thrust of a Soviet Mot. Rifle Rgt(+), while preserving enough mobility to break off the action and displace. (Presumably, the Soviets have more regiments than we have battalions.)

HISTORICAL NOTES

The 2nd Brigade of the 3rd Mechanized Infantry Division is holding the Wern River line. The right flank is held by the 2 Bn/15 Inf.

The Soviet 57th Guards Motorized Rifle Division is given the task of clearing the way to Wurzburg. Striking the 2/15 is the job of the 170th Motorized Rifle Regiment (+).

Tactical air intervention by both sides has resulted in the semi-isolation of the battle area. The Soviet Division Commander has his 172nd Mot. Rif. Rgt. available for exploitation, but he will hesitate to commit it behind the 170th unless successful. For the same reasons the U.S. Commander is keeping a tight rein on the remaining companies of the 4th/64th Armor.

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### [21.4] HEAVY TANK COUNTERATTACK

INITIAL FORCES

**U.S. Player:**
9(Inf), 9(M113), 2(M114), 6(M60a), 2(M150), 3(M125), 1(M106), 1(AH1g), 2(UH1d).

**Soviet Player:**
1(Rcp), 3(Inf), 2(Bmp), 1(T62), 2(T55), 1(120m), 3(122f), 3(T), 1(Brdm), 1(Spat), 2(Z23), 5 Hasty Mined Hexes, 2 Improved Positions.

DEPLOYMENT

The **U.S. Player** enters on Game-Turn One, anyplace along the West edge.

The **Soviet Player** deploys first, face-down. (He is not, however, the First Player). He deploys anywhere east of hexrow 1000, exclusive. His 122m units must be deployed (unmounted) in either Muhlhausen, Rieden or Essleben.

RULES OF ENGAGEMENT

1. The **U.S. Player** is the First Player.
2. All **Soviet** units are revealed on Game-Turn Two.

PANIC LEVEL

**U.S. Player:** 10%

**Soviet Player:** 20%

GAME LENGTH

8—15 Game-Turns.

VICTORY CONDITIONS

1. The **U.S. Player** must place undisrupted units cutting off all North-South road communications. (Example: Units at 1610, 2615, 4009.) The game ends at the conclusion of the Game-Turn in which he achieves this goal.

2. The **U.S. Player** must end the game by Game-Turn Fifteen or sooner, or he loses.

3. The **U.S. Player** may not end the game until Game-Turn Eight at the earliest, even if he has the opportunity to do so.

4. Assuming the US Player is able to end the game within the limit, victory is decided on a point basis:
The **US Player** receives Victory Points for every Soviet unit destroyed **and** for every Soviet 122f which has **not** exited from the north map edge. He **also** receives bonus points for ending the game before Game-Turn Fifteen, at the rate of 15 Points per Game-Turn [15 Points if the game ends on Game-Turn Fourteen, 30 Points for Game-Turn Thirteen, etc.].
The **Soviet Player** receives Victory Points for every destroyed US unit. He **also** receives Points for every Soviet unit remaining in Muhlhausen (any disruption state).

HISTORICAL NOTES

Unable to hold, the 2nd/15th has retreated toward the Wurzburg outskirts, pursued by the Soviet 172nd Motorized Rifle Regiment. In reserve, the remnants of the 170th Mot. Rif. Rgt. have been given the task of consolidating the ground against a possible U.S. counterattack from Arnstein (west).

This counterattack is on the way. A task force composed of two companies of the 1st/15th Inf., one company of the 1/51st (1st Armor) and the 1st/13th Armor (-) (1st Armor) strikes from the west with the objective of slashing the Soviet communications to the south in coordination with a U.S. assault in front of Wurzburg.

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## [21.5] DELIBERATE ASSAULT

INITIAL FORCES

**Soviet Player:**
11(Inf), 6(Bmp), 5(T55), 2(T62), 1(Brdm), 1(Spat), 1(UH), 1(120m), OFBDA—6(6H)

**U.S. Player:**
6(Inf), 2(M60a), 1(M150), 2(M125), 3(M113), 5 Hasty Mined Hexes, 5 Improved Positions, OFBDA—2(7H), 1(Multiple).

DEPLOYMENT

The **U.S. Player** deploys first (face down). Units must be deployed on Geiersburg, Glockenburg, Rieden, Esseleben, or Binsbahl.

The **Soviet Player** deploys anyplace north of the Ganheim/Wrigolshausen railway.

RULES OF ENGAGEMENT

1. The **Soviet Player** is the First Player.
2. **Neither Player** may exit units off the board.
3. **All Artillery** must be called.

PANIC LEVELS

**U.S. Player:** 10%

**Soviet Player:** 0% initially, rising by 10% for every Soviet unit destroyed, to a maximum of 50%.

GAME LENGTH

30 Game-Turns

VICTORY CONDITIONS

1. The **Soviet Player** must eliminate all U.S. units by Game-Turn Thirty.
2. Victory is decided on a point basis:
The **U.S. Player** receives Victory Points for each Soviet unit destroyed.
The **Soviet Player** receives Victory Points for each US unit destroyed.

HISTORICAL NOTES

The 39th Guards Motorized Rifle Division is attempting to liquidate the remaining positions of the 2nd Brigade/3rd Mechanized Infantry Division. Attrition has reduced the Soviet Division to the strength of a reinforced regiment, while the U.S. brigade is down to battalion (+) strength.

The U.S. brigade is isolated with Soviet forces in Karlstadt and fighting in Wurzburg. It has been ordered to hold as long as possible to block Soviet north-south communications.

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## [21.6] DELAYING ACTION

INITIAL FORCE

**Soviet Player:**
20(T62), 3(Inf), 3Bmp), 1(rcp), 1(120m), OFBDA—5(6H), 1(8H).

**U.S. Player:**
6(M60), 1(M114), 2(Inf), 2(M113), 1(M150), 1(M106), OFBDA—1(7H), 6(Multiple).

DEPLOYMENT

**Soviet units** are placed anywhere east of hexrow 4400 and north of hexrow 0017.

**U.S. units** are placed west of hexrow 3700 and north of hexrow 0017.

RULES OF ENGAGEMENT

1. The **Soviet Player** is the First Player.
2. The game is presumed to begin at dawn with an early morning fog burning off. Game-Turn One, maximum visibility is five hexes; Turn Two, ten hexes, thereafter, unlimited.
3. The area of the map South of hexrow 0017 is out of play.

PANIC LEVELS

**Soviet Player:** 10%

**U.S. Player:** 10%

GAME LENGTH

10 Game-Turns.

VICTORY CONDITIONS

1. A **Soviet unit** must enter Zeuzleben at some point in the game or the Soviet Player loses. (The U.S. Player may not have more than four units in Zeuzleben at any one time.)
2. Assuming that the Soviet Player avoids losing, victory is decided on a point basis:
The **U.S. Player** receives Victory Points for each Soviet unit destroyed.
The **Soviet Player** receives Victory Points for each US unit destroyed.
3. If the **Soviet Player** achieves more points than the US Player or if the score is tied (even 0 to 0) he wins automatically.
4. If the ratio of **U.S.** Points to **Soviet** Points is between 1:1 and 1.5:1, it is a Soviet marginal victory.
5. Between 1.5:1 and 2:1 is a marginal **U.S.** victory.
7. 2:1 or greater is a decisive **U.S.** victory.

PLAYER'S NOTES

It is theoretically possible for the U.S. Player to knock off one Soviet unit and run for cover. This violates the spirit if not the rules of the scenario. It is also difficult to bring off. In the words of Joe Louis: "He can run, but he can't hide."

HISTORICAL NOTES

The 1st Battalion/64th Armor is the controlling HQ in this attempt to delay the 231st Tank Regiment/9th Tank Division.

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## [21.7] AIRMOBILE RAID

INITIAL FORCES

**Soviet Player:**
1(HQ), 2(Z23), 2(Inf), 2(Btr60), 1(120m).

**U.S. Player:**
4(OH58), 5(AH1g), 6(UH1d), 6(Inf).

DEPLOYMENT

The **Soviet Player** places his HQ unit in hex 3514. The remainder of the Soviet units are secretly deployed. (The Soviet Player notes their location on paper.)

The **U.S. units** enter the map from **any one** map edge (either N, E, W or S) on Game-Turn One.

After the U.S. units have entered the map and completed their first Movement Phase, all **Soviet units** which are not in town or woods hexes are placed on the map (face-up). Units in towns of woods remain hidden (see Rules of Engagement).

REINFORCEMENTS

**Soviet Player (only):**

Beginning on Game-Turn Two and on every even numbered Game-Turn thereafter, the Soviet receives 1(T55) at the South map edge.

RULES OF ENGAGEMENT

1. The **U.S. Player** is the First Player.
2. **Soviet** units in town or woods are not revealed until they fire or until an American unit moves adjacent to them, or until they move.
3. When, and if, the **Soviet** HQ unit is destroyed (D4) it is not removed from the map. It is left in place. It is the objective (see Victory Conditions) of the U.S. Player.

PANIC LEVELS

**U.S. Player:** 10%

**Soviet Player:** 30% Game-Turn One
20% Game-Turns Two and Three
10% Game-Turn Four and thereafter

GAME LENGTH

10 Game-Turns.

VICTORY CONDITIONS

If the **U.S. Player** succeeds in capturing the Soviet hq unit **and** succeeds in removing the unit from the map before the end of the game, he wins. Otherwise, he loses.

Capturing the HQ unit is a two part process. First, the HQ unit must be destroyed. Then a U.S. infantry unit must move into the hex containing the destroyed HQ unit. At that point, the unit is captured. (The U.S. infantry unit could be hit with Opportunity Fire, but still accomplish this mission.) The U.S. infantry unit which accomplishes the capture must be unmounted and it may not dismount on top of the HQ unit. To remove the HQ, a UH1d must mount a U.S. infantry unit which is sitting on the HQ unit and fly it off any mapedge. This does not need to be the same infantry unit which captured the HQ unit. In other words, the helicopter flies both the HQ and the infantry units off the map.

[SPECIAL RULE: The **U.S. Player** is allowed to move a pinned, panicked or disrupted U.S. infantry unit **off** the HQ unit one hex, to allow a fresh unit to move in.]

PLAYER'S NOTES

Presumably, the Soviet Player will not fire his 120, until a US unit moves onto his HQ unit, at which time he will plaster it with a Loose Pattern.

HISTORICAL NOTES

With NATO forces on the counteroffensive throughout the valley of the Main, VII Corps decides on a commando action against the 8th Guards Army. Target is a Soviet HQ signal

complex which Elint has identified. Of particular interest is the possibility that this complex contains the latest Soviet Air Defense Mobile Command set-up (code-name BORSCHT), which, via satellite link (code-name SOUR CREAM), has been all too efective in controlling Soviet Air Space.

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### [21.8] MEETING ENGAGEMENT

INITIAL FORCES

**Soviet Player:**
7(T62), 4(Inf), 4(Bmp), 1(Brdm), 1(Spat), 1(120m), 3(Z23), 2(122m), 1(T), CAS—3(5H)

**U.S. Player:**
5(M60a), 6(Inf), 3(M113), 3(UH1d), 3(M125), 1(M150), OFBDA—1(7H), 1(Multiple).

DEPLOYMENT

The **U.S. Player** deploys first. He deploys north and west of the autobahn.

The **Soviet Player** deploys second. He deploys south and east of the Essleben-Wrigolshausen RR.

Both Players deploy face down. Both Players may use as many dummies as possible.

Dummies are revealed (removed) on Game-Turn Three.

RULES OF ENGAGEMENT

1. The **U.S. Player** is the First Player.

PANIC LEVELS

**Both Players** are initially at 0. Both Players rise by 10% for each unit eliminated, to a maximum of 50%.

GAME LENGTH

Indeterminate.

VICTORY CONDITIONS

1. The game ends at the conclusion of the Game-Turn during which (1) A **Soviet** unit exits the west edge of the map or (2) a **U.S.** unit exits the east edge of the map. Possibly, and probably, both Players could trigger this condition on the same Game-Turn.
2. If the **American Player** ends the game by Game-Turn Five, he wins (except that a helicopter or helicopter-transported unit does not count).
3. If the **Soviet Player** ends the game by Game-Turn Eight, he wins.
4. If **both Players** exit on the same Game-Turn, it's a draw (i.e., both a U.S. unit and Soviet unit exit on Game-Turn Four).
5. Assuming neither Player ends the game early, the game persists until one Player or the other, or both Players, exit four units off their respective map edges. If this is the case, victory is determined by Points:

The **U.S. Player** receives Victory Points for each Soviet unit destroyed.

The **Soviet Player** receives Victory Points for each U.S. unit destroyed.

PLAYER'S NOTES

You may use dummy counters from other games. The object here is to be where your opponent isn't, particularly if you are the U.S. Player.

HISTORICAL NOTES

The NATO counteroffensive has produced a fluid, confused series of actions across the 100 kilometer Main River line.

To clarify and stabilize the situation, the Soviet Command has sideslipped the 20th Guards Tank Division into the Schweinfurt area with orders to clear the neck of the Wurzburg reentrant.

Pursuant to this task, the 1st and 2nd Battalions of the 25th Tank Regiment (+) have run into the bulk of the 1st Bde/1st Arm. Div. (what's left of it). Neither side had been prepared for the attrition in piloted and unpiloted reconnaissance aircraft and the chaotic ground situation was running 12 to 24 hours ahead of situation maps. Also adding to the confusion was a U.S. report that Rte. 26 was clear of enemy traffic all the way to the Schweinfurt outskirts. This was a garbled transmission; the report really referred to Rte. 26a (off the map to the north).

## [22.0] SCENARIOS
## Middle and Far East

### [22.1] ISRAELI TANK ASSAULT, October 8, 1973

INITIAL FORCES

**Israeli Player:**
7(M48)

**Egyptian Player:**
9 Inf (use Soviet), 9 dummies

DEPLOYMENT

**Israeli units** set up north of hexrow xx17.

**Egyptians** set up south of hexrow xx19.

RULES OF ENGAGEMENT

1. The **Israeli Player** is the First Player.
2. Play is confined to the map area east of hexrow 3000, exclusive.
3. Ignore the presence of all roads, towns, streams, railroads and woods. Only crests, slopes and hilltops are considered to be on the map.
4. **Egyptian infantry** companies are given a one-shot G Class Attack Strength of 18 Points, with a range of twelve hexes. The first time an Egyptian unit fires it does so with its one-shot capability. Thereafter, it reverts to its printed strength.
5. Both real and dummy **Egyptian** units are deployed face down. They remain face down even when they move and even when the Israelis fire at them. They are only revealed if the Israelis overrun them or if a real unit fires. Once revealed, a dummy is removed from play. If a dummy is overrun, it is removed and the Israeli unit pays no overrun cost, nor is he liable to any counterattack.

PANIC LEVELS

**Egyptian:** 10%

**Israeli:** 0 initially, escalating by 10% for every Israeli unit destroyed.

GAME LENGTH

5 Game-Turns.

VICTORY CONDITIONS

The **Israeli Player** must exit at least three units off the south edge of the map by the end of the game.

The **Egyptians** must prevent this.

**Israeli** units cannot panic off the map.

PLAYERS NOTES

The Israelis have little chance of winning this scenario under the conditions given. This is deliberate and illustrates the effectiveness of infantry versus unsupported tanks, which attempt a "cavalry charge."

The following variant suggestions can be used to balance the scenario:

1. Add 2(M125), 3(Inf), and 3(M113) to the Israeli OB.
2. Play the game for four Game-Turns. At the conclusion of the fourth Game-Turn, roll the die. The number rolled will determine the number of remaining Game-Turns. Thus the game will vary in length between five and ten Game-Turns with neither Player knowing exactly what length until the fourth turn is over.

HISTORICAL NOTES

On October 8, 1973, the Israeli 14th Armored Brigade, commanded by Col.Yagouri, attacked newly organized positions of the Second Egyptian Army. The purpose of this assault was to penetrate to, and relieve, besieged Israeli posts in the BarLev line along the Suez Canal.

The Israeli 190th Armored Battalion was almost totally destroyed in this attack. It had attempted to overrun and penetrate defenses which were manned almost entirely by Egyptian infantry, which had plentiful supplies of AT missiles and seemingly endless supplies of RPG 7's. Past wars had given the Israelis a contempt for the ability of Arab infantry to stop their tanks. To their credit, they learned from this action that unsupported armor could no longer prevail against unshaken infantry. Their later attacks were marked by a return to combined arms coordination.

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### [22.2] DEFENSE OF SHEN-YANG APPROACHES

INITIAL FORCES

**Soviet Player:**
6(Inf), 6(Bmp), 1(Eng), 1(BTR60), 1(Rcp), 1(Spat), 5(T55), OFBDA—2(6H), 1(8H).

**Chinese Player:**
4(Inf), 4(100a), 4(T), 1(120m), 13(T55), 5 Hasty Mined Hexes, 6 Improved Positions, 4 dummies.

DEPLOYMENT

**Soviet forces** deploy in and around Ganheim.

**Chinese forces** must deploy on Glockenburg and Geiersburg initially. Improved Positions may be located anywhere. Mines may not be placed on roads.

RULES OF ENGAGEMENT

1. **Soviet Player** is the First Player.
2. **Chinese** Improved Positions should be deployed secretly. Chinese Player need not reveal the location of IP's until a Soviet unit fires at them or moves onto them. IP's do not need to be occupied at the beginning of the game.
3. Treat dummies as though they were infantry companies.

PANIC

**Chinese:** 10%

**Soviet:** 0 at start, rising by 10% with the destruction of each Soviet combat unit.

GAME LENGTH

Decided by the course of play.

VICTORY CONDITIONS

Play proceeds until no **Chinese** has a Line of Sight to any road hex on the road from Ganheim-Muhlhausen to Essleben. The number of the Game-Turn in which this condition is met is recorded. Play then proceeds until all Chinese units are destroyed or have vacated the map.

Victory Points are awarded as follows:

The **Soviet Player** receives 200 Victory Points for clearing the road. He also receives Victory Points for each Chinese unit destroyed.

The **Chinese Player** receives 15 Victory Points for every turn in which the road remains uncleared,

and receives Victory Points for destroyed Soviet units.

**Chinese units** may exit off the south map edge at any time.

HISTORICAL NOTES

Driving deep into Manchuria along the Sungari River, the 3rd Siberian Motorized Rifle Division had experienced little organized resistance. With Shen Yang less than 20 kilometers away, the question was, "Where is the PLA?"

The answer came at five P.M. on the fourth day; PLA elements cut the Soviet division's right column in half. Then, as the rear units moved to support, the PLA sprung another trap.

# [23.0] GAME NOTES

A simultaneous system (even one as simple as **Mech War**'s) requires a ruthless paring of the numbers of units under each Player's hand. This is a design-development crtieria which can yield some interesting results. In this game it led to dual class units and the ammunition depletion system. Units which employ the modern ATGM systems differ in size and mission. The Soviet BRDM units and the US M150 are purely tank-hunters with essentially no combat role except that of anti-armor. The Soviet BMP and US infantry platoon, on the other hand, have a powerful anti-tank capability, in addition to other important values. All units employing the ATGM's suffer to one degree or another from a limitation in ammunition. There are just so many rounds of TOW, Dragon or Snapper that a unit or vehicle can carry. For example, the Dragon round weighs some 15 to 20 pounds and the AT section of a platoon might carry some fifteen to twenty rounds into action. Assuming good conditions these would be sufficient to destroy over a dozen tanks. Now the army has provided for resupply in the form of an NCO who drives around in a modified dune buggy dropping off extra Dragons "as needed." We could have instituted a system with a finite number of fires per infantry platoon and with a resupply counter moving around the map rejuvenating exhausted platoons. In fact, we tried this briefly and it was messy. It was also unrealistic. The Player is the Task Force commander. His job is to deploy those units he could reasonably expect to control. He should expect that the resupply of his missile firing units will not necessarily correspond to tactical needs. In other words, his infantry platoons will run out of Dragons at the most inconvenient times and there is nothing he can do about it.

The US infantry platoon is also an illustration of the dual-class concept. Armed with the normal infantry complement of rifles, MG's, grenade launchers and LAW's (a small, one-shot bazooka) the platoon is a considerable combat force in its own right. It also controls an AT section of three Dragon teams (ten men). Originally, we had one unit representing the platoon. This unit had two Attack Strengths; an R and a G Class Strength. It was impossible to keep track of which platoons had depleted their Dragons. It was also impossible to read the counter. If the M150 unit runs out of TOW's, it is simplest to remove it from the map. It has no other combat value except its TOW system, and, unarmed, it has no essential Victory Value. (The removal simulates the crews running for the rear. Presumably they would eventually find a resupply of TOW's, but not within the time limits of the scenario.) However, it would be manifestly unfair to remove an infantry platoon because it ran out of Dragons. It has other important values and roles besides anti-tank. One solution was to have a separate Dragon section counter. However, this would increase the number of units in play at any one time. It also would lead to the Player maneuvering his AT section independently of his platoons (in fact, present doctrine calls for limited employment of the Dragon in independent tank ambushes); taking advantage of Player knowledge of the situation and seriously distorting the simulation. Playtesting showed that the infantry platoon was usually involved in a long range anti-tank battle which more often than not would exhaust its G Class Strength long before it would use its R Class Strength. In those situations when a platoon had occasion to use its R Class Strength and it was still represented by the G Class counter, no tester had any problem making the mental switch.

Soviet infantry is not given a G Class capability. We felt that the Sagger ATGM with which the Soviet company is equipped would operate from the BMP units rather than the dismounted infantry company, at least in the scenarios depicted. Since the Soviet infantry unit is company sized, it has been given a two-hex close assault range, which simulates both the greater range of the Soviet RPG-7 rocket versus the US LAW and the fact that the company overflows the 200 meter hex.

Soviet Artillery has been treated differently than US Artillery. It is handled in terms of a fixed amount of support per Game-Turn. Frankly, this level of support is our best guess of what the Soviets will be able to deploy in a forward mobile situation. Presently the vast bulk of their artillery assets are towed pieces and their doctrine envisions artillery battalions used in dedicated support of specific front line formations, with a lesser capability of switching fire than US artillery. If and when the Soviets acquire self-propelled artillery and beef up their communications and logistical tail, their capability will rise to US levels. This is not to belittle the Soviet artillery. There is no set piece assault or set piece Soviet defense scenario; a situation in which the weight of Soviet artillery would be paralysing.

The rules for Smoke are a subtle compromise between too much and too little. Both the Soviets and the NATO forces rely heavily on smoke, particularly to shield armored units from ATGM fire. In fact, if smoke is used as liberally as doctrine calls for, West Germany will be covered by one large white cloud. Some early playtesting used extensive Smoke Rules and effects. It was a lot of fun. The Players would spend one hour per Turn playing meteorologist, moving smoke screens around the map and generally having a great time. In the interests of playability the role of Smoke is deliberately down-played. We assumed that the battle would be a smoky affair and built general smoke effects into such things as Panic and Range Attenuation. If Players wish to increase Smoke effects to a level they think is reasonable, they can extend the effects of Smoke to include the six hexes adjacent to the smoked hex. There are no dummy or smoke markers in the counter mix, but face-down Pin or Disruption Markers perform the function admirably.

Another compromise between playability and reality is the prohibition against mounted combat. Most Armored Personnel Carriers being built or designed today are providing vision blocks and firing ports for the infantry passengers. Some of these designs are quite good (the German Marder, the proposed MICV) and would appear to allow part of an infantry squad's firearms to be used from inside the vehicle, particulary for area fire. Be that as it may, infantry cannot really fight from inside vehicles. It cannot employ grenade launchers, MG's, mortars, etc., when everybody is buttoned up. It cannot engage entrenched, dug-in opponents, or winkle them out of buildings, etc. Therefore, we arbitrarily state that infantry cannot fight mounted. Not because it can't in reality, but because its effect would be minimal, compared to dismounted infantry, and would introduce a needless complication. For those who are adamant about mounted combat, we offer this informal rule: "Infantry can fire while mounted. When it does so its Attack Strength is halved prior to Range Attenuation."

To those who wish to allow infantry to ride around on tanks, we say fine, go ahead and allow it. Just treat the infantry unit as a Soft Target when the tank is fired at.

One of the newer weapons systems in the NATO arsenal is the "instant minefield," which will be implanted by means of artillery, rockets, or air (both fixed wing and helicopter). The means of delivery will be a projectile which will split up into several "minelets," each capable of disabling a tank track. There is no provision for such a system in the game, but if an Off-Board Artillery concentration is allowed to create a Hasty Mined Hex it would probably come close to the proper effect. "Smart" artillery shells are another system being developed. These are steerable projectiles which zero in on a target which has been "painted" by a laser beam designator. Presumably an FO would not only call for artillery, but would also insure than each shell was a direct hit. Players may wish to experiment with the implications of this system by eliminating Scatter from the Indirect Fire sequence. (It is reasonable to suppose that the Soviets are developing a similar system.)

One final note from the developer: Make up your own scenarios. It can work like this: Each Player assigns a geographical objective to his opponent, giving it a point value of, say, fifty to a hundred fifty points. He does this secretly. Then each Player creates his own Order of Battle and Reinforcements Schedule. A time limit of between twelve and twenty-four Game-Turns is selected in some random fashion. Off-Board Artillery and Air Support are mutually agreed upon (be reasonable). Then the geographical objectives and values are revealed. Play proceeds. At the final tally, each Player receives points for destroyed Enemy units and for seizing the assigned objective. If the total value of **his** units which he has committed to the battle exceeds the value of his objective (whether or not he took it), the excess is subtracted from his final Victory Point total. If the total unit value is less than the objective, then he adds the difference to his final Victory total. This balancing procedure will insure that a Player doesn't automatically throw his entire counter mix into every scenario.

Oh yes, the British and West German units are there for the fun of it.

**DESIGN CREDITS**

Game Design: **James F. Dunnigan**

Physical Systems Design and Graphics: **Redmond A. Simonsen**

Game Development: **Irad B. Hardy**

Playtesting: **R. Harris, G. Costikyan**

Production: **Manfred F. Milkuhn, Larry Catalano, Kevin Zucker, Linda Mosca**

## [6.8] COMBAT RESULTS TABLE

**Net Attack Superiority** (as per Attack Procedure)

| Die Roll | —3 | —2 | —1 | 0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | Die Roll |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| —3 | • | • | • | • | • | • | Pin | Pin | Pin | Pin | (P) | D-1 | —3 |
| —2 | • | • | • | • | • | Pin | Pin | (P) | (P) | (P) | D-1 | D-2 | —2 |
| —1 | • | • | • | • | Pin | Pin | (P) | (P) | (P) | D-1 | D-1 | D-2 | —1 |
| 0 | • | • | • | Pin | Pin | (P) | (P) | (P) | D-1 | D-1 | D-2 | D-2 | 0 |
| +1 | • | • | Pin | Pin | (P) | (P) | (P) | D-1 | D-1 | D-2 | D-2 | D-3 | +1 |
| +2 | • | Pin | Pin | (P) | (P) | (P) | D-1 | D-1 | D-2 | D-2 | D-3 | D-4 | +2 |
| +3 | Pin | Pin | (P) | (P) | (P) | D-1 | D-1 | D-2 | D-2 | D-3 | D-3 | D-4 | +3 |
| +4 | Pin | (P) | (P) | (P) | D-1 | D-1 | D-2 | D-2 | D-3 | D-3 | D-4 | D-4 | +4 |
| +5 | (P) | D-1 | D-1 | D-1 | D-2 | D-2 | D-2 | D-3 | D-3 | D-4 | D-4 | D-4 | +5 |
| +6 | D-1 | D-1 | D-1 | D-2 | D-2 | D-3 | D-3 | D-3 | D-4 | D-4 | D-4 | D-4 | +6 |

Attacks at Superiorities less than "—3" are prohibited; greater than "+8" are treated as "+8."

**COMBAT RESULTS KEY:**
• = No effect.
**Pin** = Target Pinned (may not move in its next Movement Phase).
**(P)** = Delayed Panic (target Panics in the next Panic Determination Phase).
**D-1, D-2, D-3** = Target disrupted to the degree indicated. Disrupted units may not move or fire.
**D-4** = Target Destroyed.
See 6.82 for a full explanation of these effects.

## [6.83] DISRUPTION REMOVAL TABLE

| State of Disruption | Die Roll Necessary to Remove |
|---|---|
| D-1 | 1, 2 or 3 |
| D-2 | 1 or 2 |
| D-3 | 1 |

## [6.91] RANGE ATTENUATION TABLE

| Range in Hexes | Attenuation effect on Attack Strength |
|---|---|
| 1 | Doubled |
| 2 or 3 | No Effect |
| 4 or 5 | Subtract 1 |
| 6, 7 or 8 | Subtract 2 |
| 9 or 10 | Subtract 3 |
| 11 or more | Subtract 6 |

## [6.85] ATTACK PROCEDURE CHART

**PROCEDURE SEQUENCE**

| Class of Attacking Unit versus Target Type | 1. Modify Attack Strength for Range Atten. | 2. Subtract Defense Strength of Target | 3. Roll Die | 4. Reduce Die Roll for Terrain Effect(s) | 5. Read Combat Result | 6. Determine Ammunition Depletion |
|---|---|---|---|---|---|---|
| **M vs. All Types** | Yes | Yes | Yes | Yes | Yes | No |
| **R vs. Hard** (Close Assault) | No | Yes | Yes | No | Yes | No |
| **R vs. Soft** | Yes | Yes | Yes | Yes | Yes | No |
| **HT vs. Hard** | No | Yes(4) | Yes | No | Yes | No |
| **HL vs. Hard** | No | No | No | No | No | No |
| **HT vs. Soft** | No | No | Yes | Yes | Yes | No |
| **HL vs. Soft** | No | Yes | Yes | Yes | Yes | No |
| **R* vs. Hard** | No | No | No | No | No | No |
| **R* vs. Soft** | Yes | Yes | Yes | Yes | Yes | Yes |
| **G vs. Vehicles** | No | Yes | Yes | Yes | Yes | Yes |
| **All vs. Helicopters** | Yes | Yes | Yes | No | Yes | No |

## NET ATTACK SUPERIORITY OF MINED HEXES

| | |
|---|---|
| Hasty Mine: | —1 |
| Preventative Mine: | +1 |
| Defensive Mine: | +7 |

Mines "attack" when a unit enters and leaves the hex. See 17.0 for full explanation.

**[6.86] Notes on the Attack Procedure Chart:**

Read the appropriate line (based on the class of the attacking unit paired with the target type) following the indicated procedures from left to right on the chart.

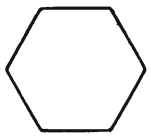
Note that when H Class, Tight Pattern Fire (HT) is used against Hard Targets, the target is always considered to have a Defense Strength of "4", regardless of its actual printed strength. When a "No" indication occurs in the "Read Combat Result" column, this is simply another way of saying that that particular Weapon/Target combination is prohibited.

Helicopter units can be attacked by all types of units (except G Class) utilizing all steps in the procedure, except, of course, that there is no reduction of the die roll due to Terrain. When R* units (ZSU-23's) attack helicopters they do not suffer ammunition depletion; when they attack ground targets, they suffer ammunition depletion as if they were a "G2" (i.e., they have a one-third chance of using up all their ammunition). Vehicular R and R* units may not attack Hard Targets. Vehicular units are defined as those ground units carrying a silhouette (instead of an abstract symbol). G Class units may only attack Vehicular units.

[10.4] TERRAIN EFFECTS CHART

| Terrain Feature | Movement Point Cost for... Hard Vehicle | Soft Vehicle | Foot Mobile | Reduction of Combat Die Roll when Unit is in Hex or behind Hexside | Effect on Line of Sight |
|---|---|---|---|---|---|
| Clear Hex | 1 | 2 | 1 | no effect | no effect |
| Town Hex | ½ | ½ | ½ | -3 | Blocked |
| Woods Hex | 3 | 5 | 1 | -2 | Blocked |
| Hilltop Hex | 3 | 5 | 1 | -3 | Blocked |
| Road Hex | ½ | ½ | ½ | no effect | no effect |
| Bridge Hexside | ½ | ½ | ½ | no effect | no effect |
| Stream Hexside | +1 | +3 | +0 | no effect | no effect |
| Crest Hexside | +1 | +3 | +0 | -2 | Blocked |
| Slope Hexside | +1 | +3 | +0 | -2 | Blocked |
| Woods/Hilltop Hex | 6 | 10 | 1 | -3 | Blocked |
| Railroad Embankment Hexside | +1 | +5 | +0 | -2 | Blocked |

## TERRAIN KEY

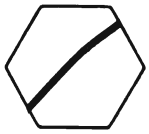


**Clear Hex**

**Town Hex**

**Woods Hex**

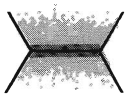
**Hilltop Hex**



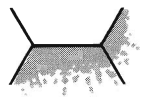
**Road Hex**

**Woods/Hilltop Hex**

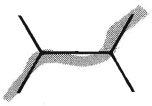
**Bridge Hexside**



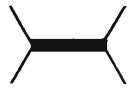
**Crest Hexside**



**Slope Hexside**



**Stream Hexside**



**Railroad Embankment Hexside**

NOTES

Town hexes cost one Movement Point when entered through non-road hexsides. The die roll is reduced by four in attacks against units inside Improved Positions. Wreck Markers in a road hex negate the road benefit for units moving into or out of that hex; brigde hexsides are unaffected by Wreck Markers. Slope hexsides only affect movement when the unit is moving from a hex containing the slope splash symbol, through the slope hexside. Terrain Hexsides never affect H Class Fire.

# [4.0] SEQUENCE OF PLAY

The game is played in Game-Turns. Each Game-Turn is structured in successive phases and sub-phases (called segments). This structure, or Sequence of Play, provides a systematic method to plan and then execute combat and movement. This sequence is repeated Game-Turn by Game-Turn until the termination of the Scenario being played.

During a Game-Turn, a Player is free to use his units as he sees fit. He may move some, all or none of his units. He may attack with some, all or none of his units. But he must execute this activity within the restrictions of the Sequence of Play. This Sequence of Play combines Simultaneous Play for Combat with Sequential Play for Movement.

### [4.1] SEQUENCE OF PLAY OUTLINE

1. MUTUAL PLOT PHASE

Both Players secretly and simultaneously plot the intended actions of their units for that Game-Turn (see 5.0). Each Player notes which of his units are firing Direct Fire, which are firing Opportunity Fire, which are firing Indirect Fire and what the respective target hexes are. Then each Player notes which of his units shall move. They then allocate any Off-Board Artillery or Air Support.

2. PANIC DETERMINATION PHASE

Both Players execute the Panic Procedures (see 14.0) and determine which of their units are subject to Panic.

3. DIRECT FIRE PHASE

First one Player, and then the other, executes Direct Fire tasks as plotted. Pin, panic and disruption markers are then placed according to the results of both Players' fire.

4. MOVEMENT PHASE

The First Player moves all of his units for which movement is plotted. (The First Player is defined in each Scenario.) He may move these units as he sees fit (see 7.0) subject to the Movement Rules, interruption by the opposing Player's Opportunity Fire and the effect of Mined hexes. When the First Player is finished moving his units, the Second Player then may move all of his units subject to the same restrictions. Note that a Player may only move units he had plotted to move, and that he must move every unit that he had plotted to move, which is capable of moving.

5. PIN AND DISRUPTION REMOVAL PHASE

Each Player removes the Pin Markers from his units. Each Player attempts to remove the various Disruption Markers from his units.

6. INDIRECT FIRE PHASE

First one Player, then the other Player, executes and then applies the results of any Indirect Fire, Off-Board Artillery and Close Air Support (CAS) which has been plotted.

**Note: The foregoing sequence must be followed rigidly. For example, it is essential that Disruption Removal precede Indirect Fire Application.**

| Pin | Pin | Pin | Pin | Pin | Pin | Pin | Pin | Pin | Pin |
|---|---|---|---|---|---|---|---|---|---|
| (P) | (P) | (P) | (P) | (P) | (P) | (P) | (P) | (P) | (P) |

| 0 Panic | 1 Panic | 2 Panic | 3 Panic | 4 Panic | 5 Panic | 6 Panic | 7 Panic | 8 Panic | 9 Panic |
|---|---|---|---|---|---|---|---|---|---|
| D-1 | D-1 | D-1 | D-1 | D-1 | D-1 | D-1 | D-1 | D-1 | D-1 |

| D-2 | D-2 | D-2 | D-2 | D-2 | D-2 | D-2 | D-2 | D-2 | D-2 |
|---|---|---|---|---|---|---|---|---|---|
| D-3 | D-3 | D-3 | D-3 | D-3 | D-3 | D-3 | D-3 | D-3 | D-3 |

| M48 341 | M48 342 | M48 343 | M48 344 | M48 345 | M48 346 | M48 347 | Inf 141 | Inf 142 | Inf 143 |
|---|---|---|---|---|---|---|---|---|---|
| 16 M 12 [15] 6 | 16 M 12 [15] 6 | 16 M 12 [15] 6 | 16 M 12 [15] 6 | 16 M 12 [15] 6 | 16 M 12 [15] 6 | 16 M 12 [15] 6 | 15 R 6 6 1 | 15 R 6 6 1 | 15 R 6 6 1 |
| Inf 144 | Inf 145 | Inf 146 | 120m 231 | 120m 232 | M113 631 | M113 632 | M113 633 | M113 634 | M113 635 |
| 15 R 6 6 1 | 15 R 6 6 1 | 15 R 6 6 1 | 5 H 25 [8] 6 | 5 H 25 [8] 6 | 6 M 8 [8] 6 | 6 M 8 [8] 6 | 6 M 8 [8] 6 | 6 M 8 [8] 6 | 6 M 8 [8] 6 |

Israeli

| Inf 111 | Inf 112 | Inf 113 | Inf 111 | Inf 112 | Inf 113 | 120m 221 | Lprd 311 | Lprd 312 | M113 636 |
|---|---|---|---|---|---|---|---|---|---|
| 14 G 8 6 3 1 | 14 G 8 6 3 1 | 14 G 8 6 3 1 | 9 R 5 6 1 | 9 R 5 6 1 | 9 R 5 6 1 | 5 H 25 [8] 6 | 16 M 12 [16] 6 | 16 M 12 [16] 6 | 6 M 8 [8] 6 |
| Lprd 313 | Lprd 314 | Lprd 315 | Lprd 316 | Jp90 411 | Cbra 421 | Jpht 431 | Mdr 611 | Mdr 612 | Mdr 613 |
| 16 M 12 [16] 6 | 16 M 12 [16] 6 | 16 M 12 [16] 6 | 16 M 12 [16] 6 | 13 M 10 [13] 6 | 12 G 8 5 3 8 | 17 G 15 [8] 2 6 | 9 M 5 [8] 6 | 9 M 5 [8] 6 | 9 M 5 [8] 6 |

West German

| Inf 121 | Inf 122 | Inf 123 | Inf 124 | Inf 125 | Inf 126 | Clsp 131 | Chft 321 | Chft 322 | Chft 323 |
|---|---|---|---|---|---|---|---|---|---|
| 8 R 5 6 1 | 8 R 5 6 1 | 8 R 5 6 1 | 8 R 5 6 1 | 8 R 5 6 1 | 8 R 5 6 1 | 3 H 7 5 1 | 16 M 12 [16] 6 | 16 M 12 [16] 6 | 16 M 12 [16] 6 |
| Chft 324 | Chft 325 | Chft 326 | Scmt 331 | Swgf 441 | F432 621 | F432 622 | F432 623 | F432 624 | F432 625 |
| 16 M 12 [16] 6 | 16 M 12 [16] 6 | 16 M 12 [16] 6 | 9 M 6 [7] 7 | 17 G 20 [8] 2 6 | 5 M 5 [8] 6 | 5 M 5 [8] 6 | 5 M 5 [8] 6 | 5 M 5 [8] 6 | 5 M 5 [8] 6 |

British

| 100a 001 | 100a 002 | 100a 003 | 100a 004 | 120m 011 | Inf 101 | Inf 102 | Inf 103 | Inf 104 | F432 626 |
|---|---|---|---|---|---|---|---|---|---|
| 15 M 8 2 0 | 15 M 8 2 0 | 15 M 8 2 0 | 15 M 8 2 0 | 4 H 25 3 0 | 13 R 6 8 1 | 13 R 6 8 1 | 13 R 6 8 1 | 13 R 6 8 1 | 5 M 5 [8] 6 |
| T55 301 | T55 302 | T55 303 | T55 304 | T 601 | T 602 | T 603 | T 604 | | F432 627 |
| 14 M 6 [13] 6 | 14 M 6 [13] 6 | 14 M 6 [13] 6 | 14 M 6 [13] 6 | 0 – 0 2 6 | 0 – 0 2 6 | 0 – 0 2 6 | 0 – 0 2 6 | | 5 M 5 [8] 6 |

People's Liberation Army

# MechWar '77

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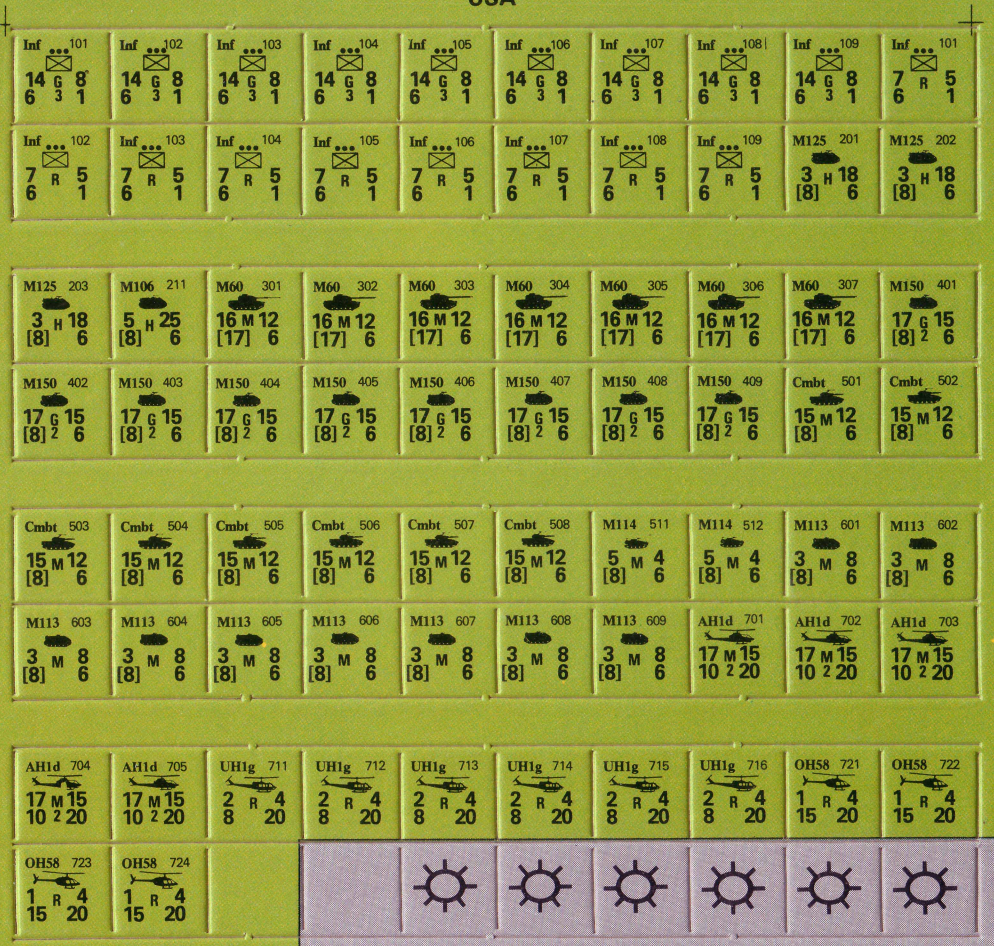
## USA



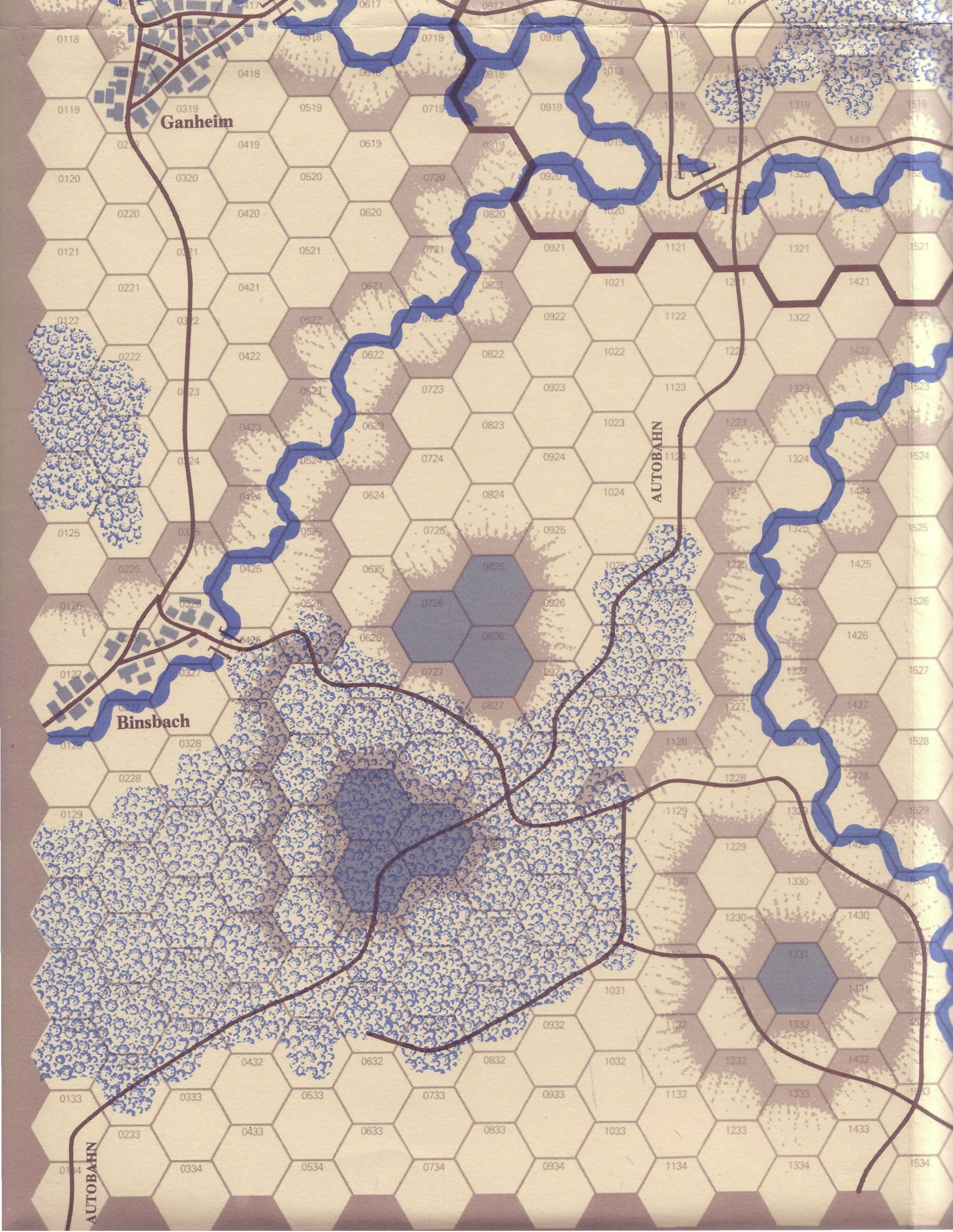

## Soviet

AUTOBAHN
Branch Line

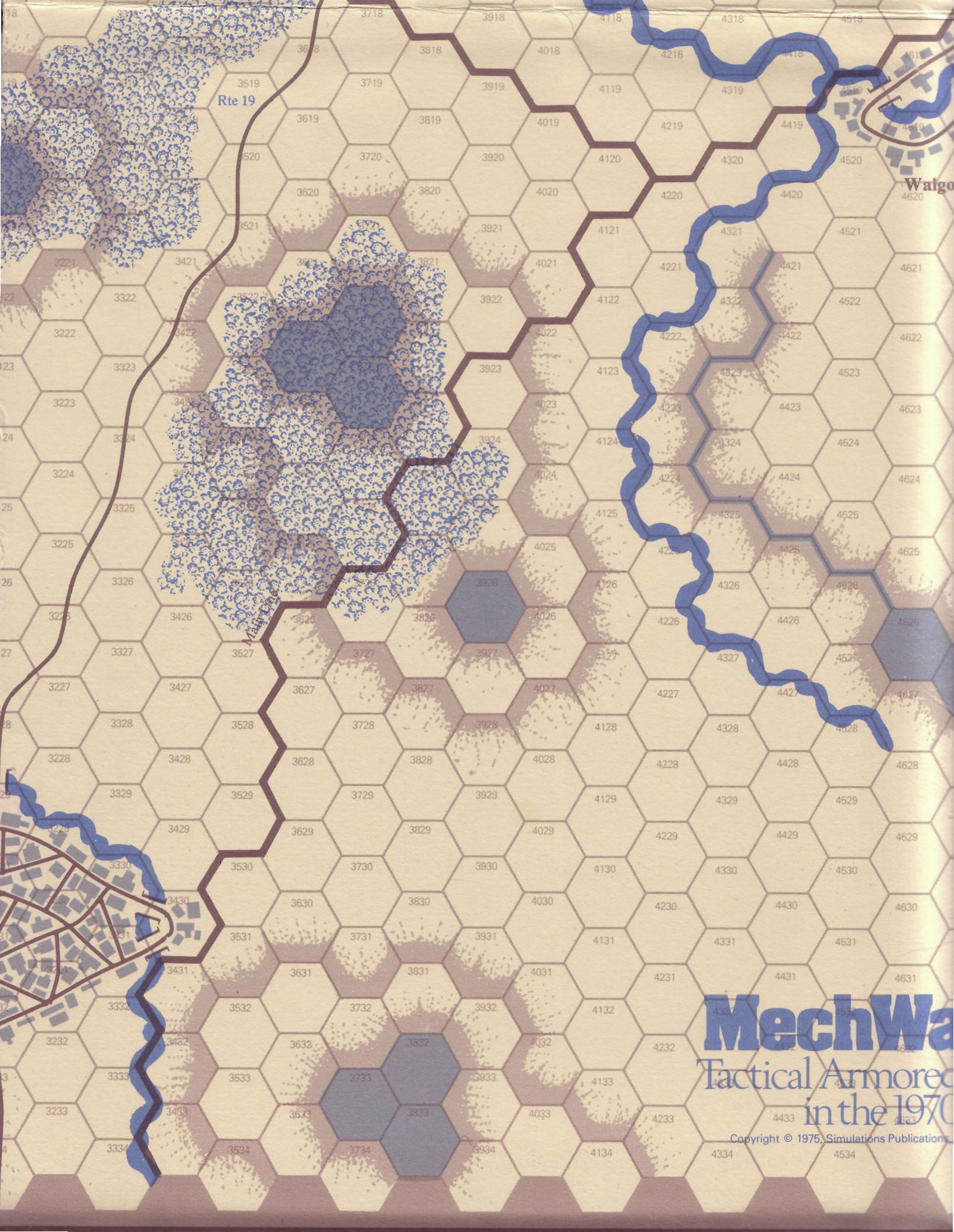
Schraudenbach
AUTOBAHN
E70
Zeuzleben
Rte 26
Branch Line
Wern River

Werneck
Rte 19

Ettleben
Rte 26
Main Line
N
W
E
S
SCATTER/DIRECTIONAL PATTERN
A 1
B 2
C 3
D 4
E 5
F 6


Ganheim
Binsbach
AUTOBAHN
AUTOBAHN

Muhlhausen
Geiersberg
Glockenburg
Essleben
Rieden



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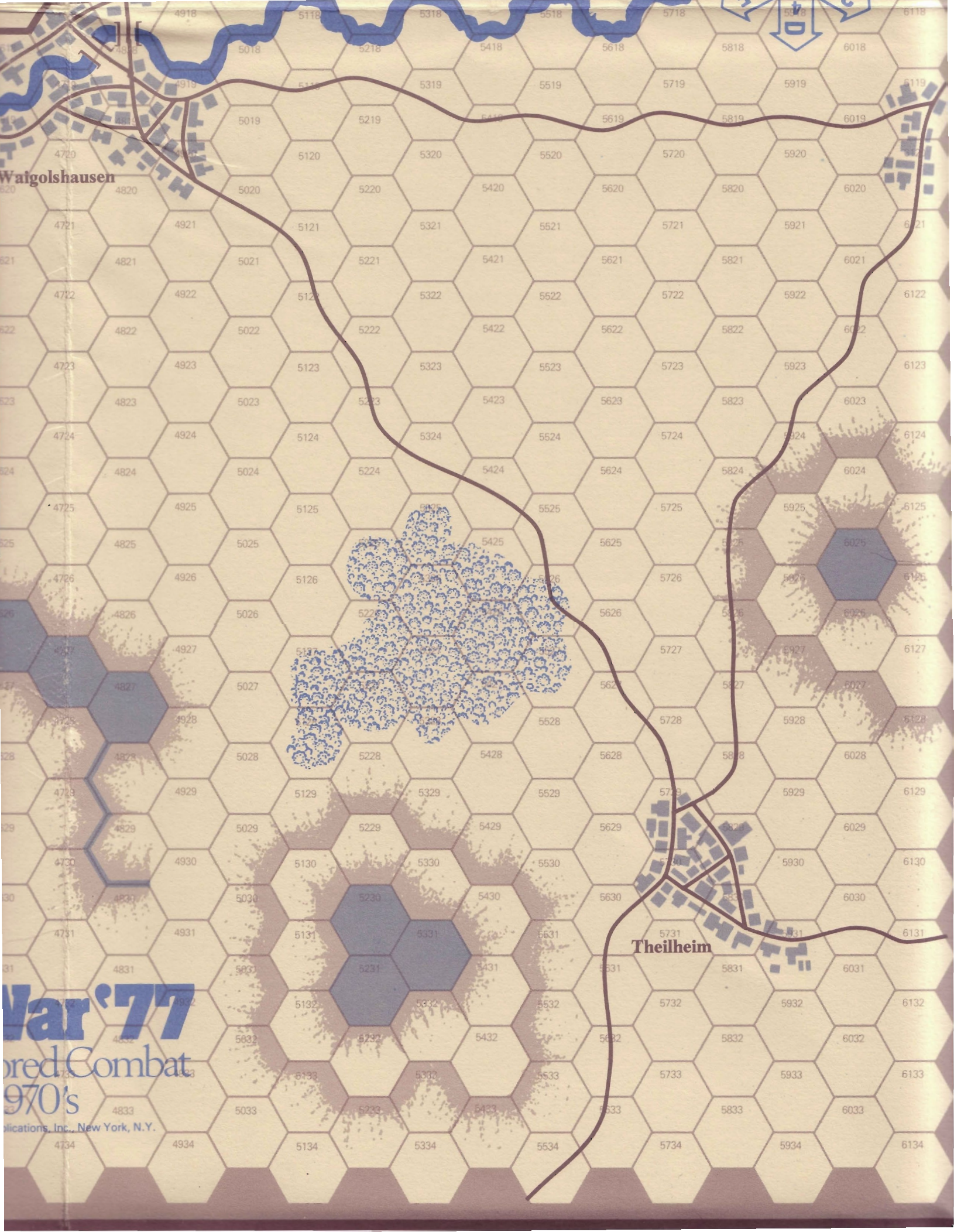


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